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PIKA WHO?
PIKACHU!

POKÉMON YELLOW: SPECIAL
PIKACHU EDITION REVIEWED

8 MASSIVE
POKÉMON
& GAME
POSTERS



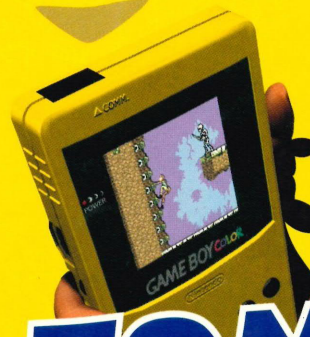
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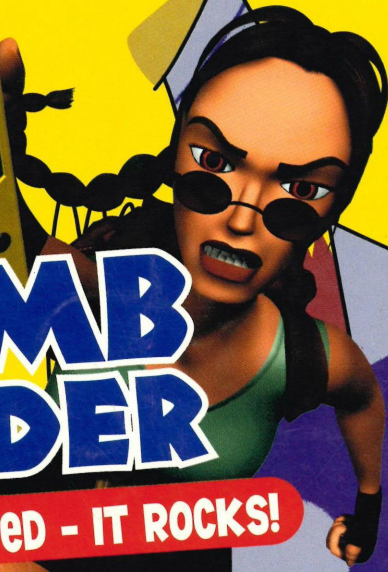
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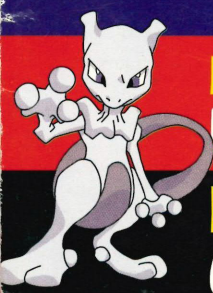
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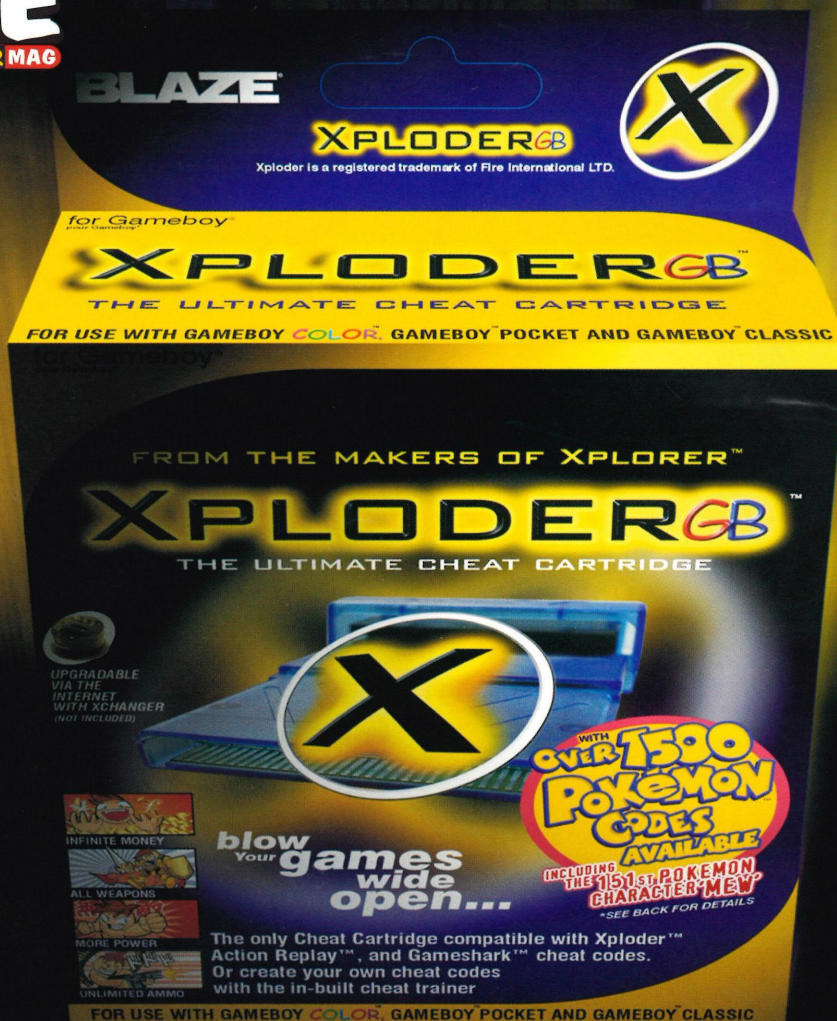
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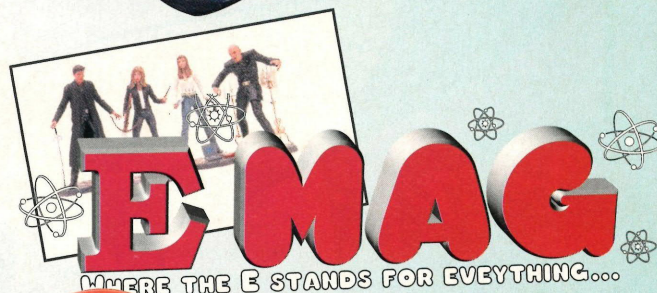
Ac Adaptor

WHAT'S GOIN' ON IN GAME THIS MONTH...

GAME



GAME HOTLINE



GAMEplay

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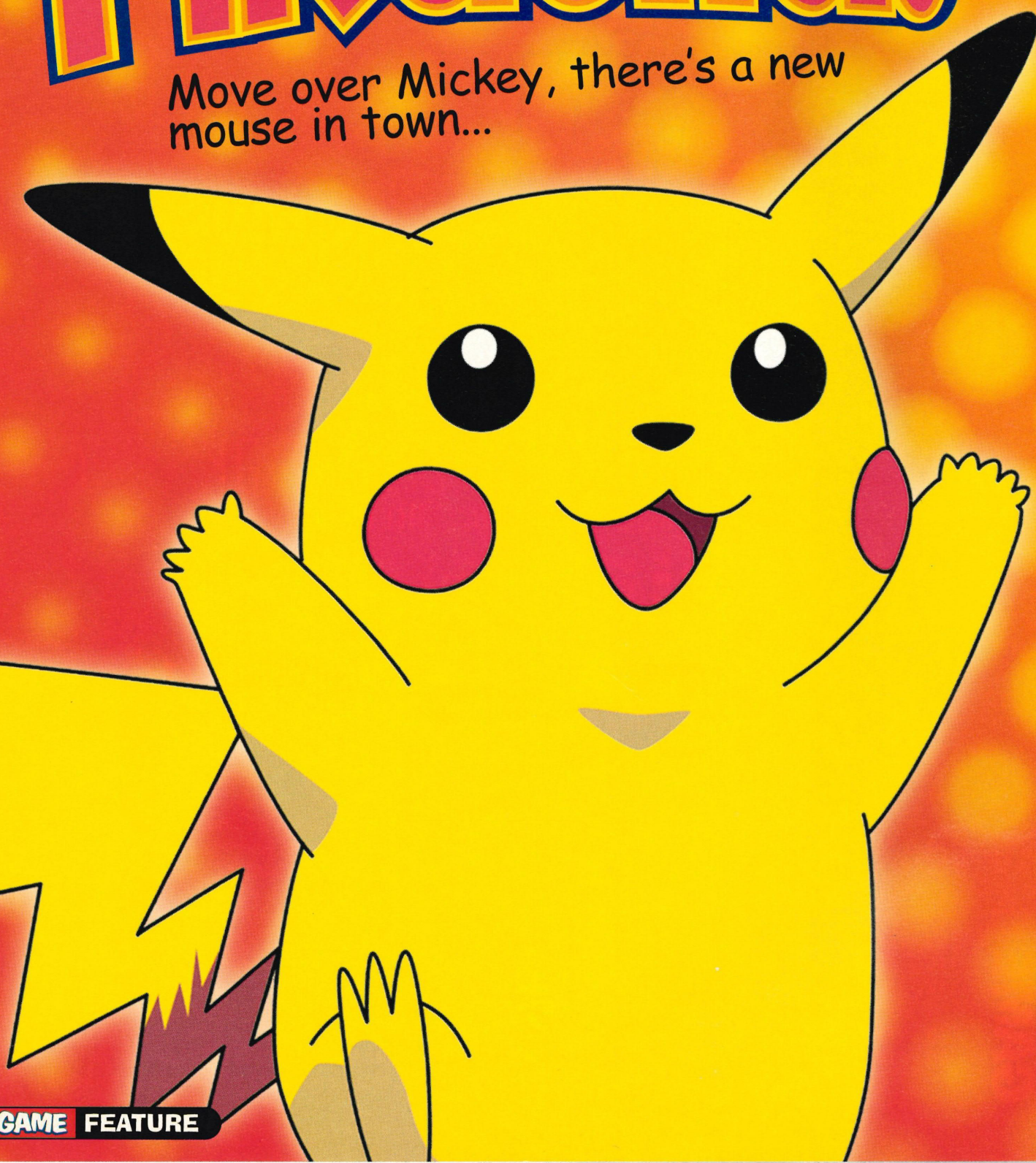


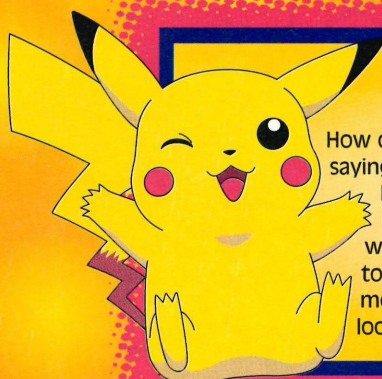
PIKa-WHO?



PIKACHU!

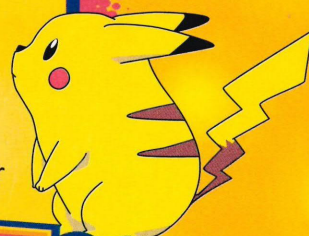
Move over Mickey, there's a new mouse in town...





PIKA-WHO?

How can an animated mouse turn big, burly blokes into soppy, wet babies just by saying 'Pika, Pika, Pikachu'? We don't really know, but as long as it stops them from bopping our heads in, we don't really care. Yes, Pikachu's the mouse that has melted hearts all over the world, and brought more happiness to kids than a worldwide ban on schools. With the release of Pokémon Yellow, it seems only fair to dedicate a few pages to the lightning-striking mouse. So, gather round one and all, as we take a look at the adventures of a certain little Pikachu.



PIKA-FACTS

Pikachu ain't no pushover. In the first 52 episodes of the cartoon, the little mouse had 27 battles and only lost six of them. Now that's one mighty mouse.

PIKA-STATS

Level	Attack	Type
--	Thundershock	Electric
--	Growl	Normal
Lv 9	Thunder Wave	Electric
Lv 16	Quick Attack	Normal
Lv 26	Swift	Normal
Lv 33	Agility	Psychic
Lv 43	Thunder	Electric

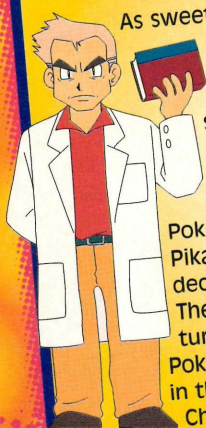
PIKACHU'S FIRST STEPS

Pikachu made his first appearance in the Pokémon Red and Pokémon Green (which became the Blue version) Game Boy games released in Japan, way back in 1996. The little electric Pokémon could be caught fairly early in the game by wandering through the tall grass of Viridian Forest.

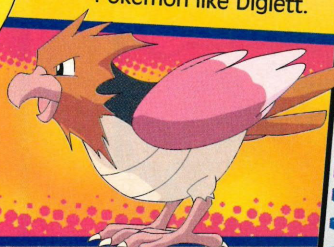
However, Pikachu is a rare Pokémon in both versions of the game, so players had to show a little patience if they really

wanted to catch one. Pikachu was a worthy ally to any would-be Pokémon Master and was especially effective against Water and Flying-Type Pokémon, but, being an Electric Pokémon, was weak against Ground Pokémon like Diglett.

ASH AND PIKACHU MEET

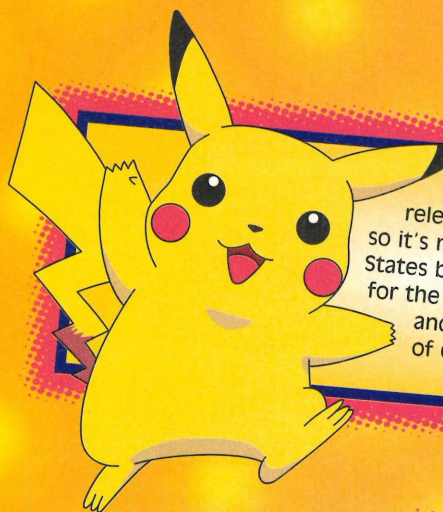


As sweet as little Pikachu looks on the Game Boy, it wasn't until 1997 when the Pokémon Cartoon was released in Japan that the sparkling Pokémon really came to life and captured the hearts of all who set eyes on it. The very first episode of the series, called Pokémon: I Choose You, saw Ash and Pikachu's friendship get off to a decidedly shaky start. The episode begins with Ash tossing and turning in bed, dreaming about which Pokémon he'll choose from Professor Oak in the morning. Will it be Bulbasaur, Charmander or Squirtle?



So excited is Ash that as he dreams about Pokémon, he accidentally breaks his alarm clock and oversleeps. When Ash finally wakes, he rushes to Professor Oak's, but to his dismay he finds all but one of the Pokémon have already been picked by the other Pokémon trainers. Professor Oak gives Ash the remaining Pokémon, which, to Ash's disappointment, is a Pikachu. The two don't exactly 'hit it off' and Pikachu lets fly with a Thundershock, leaving Ash a little peeved to say the least! The two leave Professor Oak's and head towards Viridian City. On their way, Ash mistakes a Spearow for a Pidgey and tries to capture it. He fails and the Spearow attacks Pikachu, who gives the angry bird some Thundershock treatment. The shocked bird flies off, but returns with a whole flock of Spearows that chase Ash and Pikachu to the banks of a river. Holding Pikachu tightly, Ash jumps in and the two are carried downstream. Still pursued by the birds, Ash and Pikachu are fished out by a girl called Misty. Desperate to escape the persistent Spearow flock, Ash 'borrows' Misty's bike. However, the Spearows won't give up and peck Ash until he falls off. Ash tells Pikachu to hide in a Poké Ball for safety and prepares to get a serious Spearow pecking. Just as it looks like punishment time for Ash, Pikachu jumps up and blasts the Spearows with a Thunder Wave attack. With the danger gone, Ash picks up the injured Pikachu in his arms. Pikachu looks at Ash and licks his face affectionately before they head off to the Pokémon Centre in Viridian City. This is not only the moment that Ash and Pikachu became great friends, but also the moment when people the world over were won over by the yellow mouse's irresistible charms.





In America, the cartoon was released before the Game Boy games, so it's no surprise that the game took the States by storm. Kids had already fallen for the cutest Pokémon on the planet, and couldn't wait for the opportunity of catching their very own Pikachu.

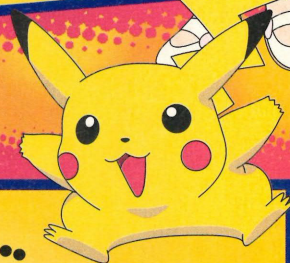
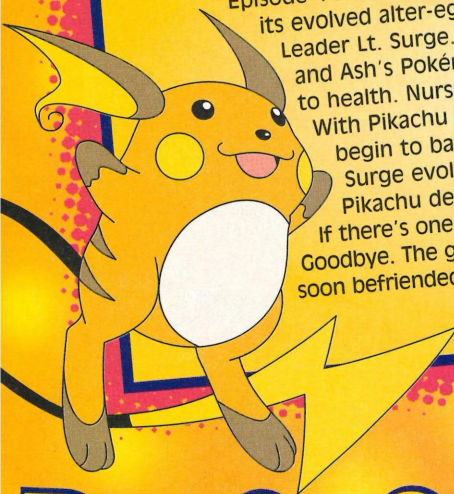
PIKA-FACTS

'pika' is a Japanese word that describes something that flashes or sparkles, and 'chu' is how the Japanese describe the squeaking sound a mouse makes.

PIKACHU'S CARTOON CAPERS

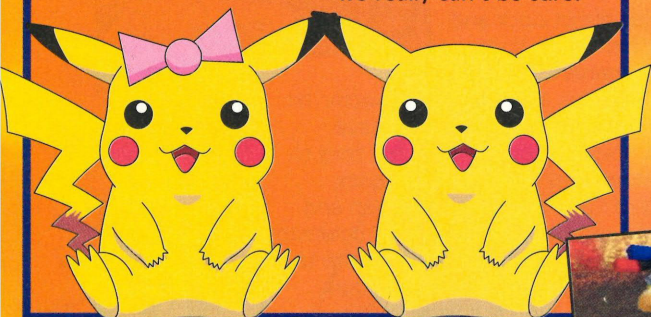
Although Pikachu features alongside Ash in each of the cartoons, there are some notable episodes for little Pikachu. Episode 14 - Electric Shock Showdown is possibly Pikachu's finest hour, when the electric Pokémon takes on its evolved alter-ego, Raichu. The showdown takes place in the Vermilion City Gym against Pokémon Leader Lt. Surge. The two Pokémon do battle, but Raichu's electric attacks are too strong for Pikachu, and Ash's Pokémon suffers a terrible defeat. Ash heads to the Pokémon Centre to get Pikachu back to health. Nurse Joy suggests evolving Pikachu with a Thunder Stone, but Pikachu won't have it. With Pikachu ready to fight again, the gang return to Lt. Surge's Gym and the two Pokémon begin to battle once more. It looks like Raichu has the upper hand, but Ash realises that Lt. Surge evolved his Pikachu into Raichu before it learned any agility moves. So, using its speed, Pikachu defeats Raichu and Ash earns himself the Thunder Badge. Hurrah!

If there's one episode of the cartoon that every Pikachu fan should see, it's Episode 38 - Pikachu's Goodbye. The gang stumble across a group of wild Pikachus as they travel through a forest. Ash's Pikachu is soon befriended by the wild Pokémon, and Ash thinks Pikachu will be happier if it stays with its new found Pikachu family. Is it really goodbye time for Ash and Pikachu? Waaaaah, this episode is too sad for words! Where's my hanky? Boo-hoo!



BOY OR GIRL?

What everyone really wants to know is, is Pikachu a boy or girl Pokémon? Well, most people seem to assume that Pikachu is a boy, but if you watch the first episode of the Pokémon cartoon, you'll hear Ash cry 'leave her alone' as Pikachu is attacked by the flock of angry Spearows. We reckon Pikachu is a girl, but without the benefit of a closer inspection, we really can't be sure!



PIKA-FACTS

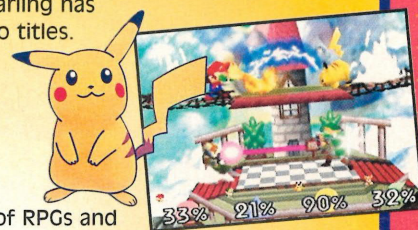
Pikachu is one of only a few Pokémon that have kept their original Japanese names the world over.

ALSO STARRING In..

They say you can't keep a good Pokémon down, and Pikachu is virtually living proof of this. Pokémon's Red, Blue and Yellow just aren't enough for a budding young mouse like Pikachu, and it's no surprise that Nintendo's newest darling has appeared in several other Nintendo titles. Pikachu really is a gaming celeb.

SUPER SMASH BROS.

Pikachu stepped out of the world of RPGs and entered the beat-'em-up arena in Super Smash Bros. on the N64. You could take control of the mighty mouse and duke it out with Mario, Donkey Kong, Link and many more of your favourite Nintendo characters.



Hey You, Pikachu!

This is quite possibly Pikachu's strangest game to date. Using a microphone that plugs into your N64 pad, you can actually talk to your very own Pikachu! Now that sounds pretty darn cool. You interact with the little Pokémon and guide him through a number of tasks and activities, like cooking curry and rice (erm, okay). Apparently, if you say the word 'PlayStation', Pikachu gets rather angry and lets off a Thunder Wave attack - hi-ya, take that Sony! The game's called Pikachu Genki De Chu in Japan and is being released in the US at the end of this year. Unfortunately, it doesn't look like we'll ever get to see the game in the UK. Boo!

Pokémon Stadium

This game surely needs no introduction. It's the hottest thing to hit the N64 since we dropped some vindaloo on our console after a big night out with the lads. Although you can battle as any of the 150 Pokémon from the Red, Blue and Yellow Game Boy games, who's voice can be heard when you first plug the cart into your console? You've guessed it, it's little old Pikachu's!



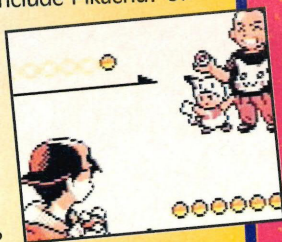
Pokémon Snap

This game gives players the chance to catch Pikachu, but using a camera instead of a Poké Ball. You play the part of Todd (seen in Episode 55 - Pokémon Paparazzi), who's helping Prof. Oak to photograph the inhabitants of Pokémon Island. Not all Pokémon are included in the game, but you can rest assured lil' ol'

Pikachu is on that island somewhere! You can expect Pokémon Snap to be in the shops around September.

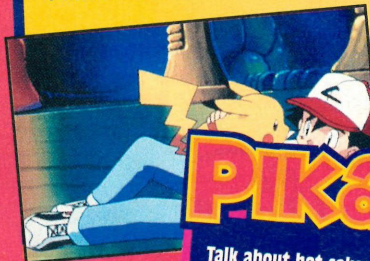
PIKACHU GOLD (and SILVER)

We all know that Pokémons Gold and Silver are on the way, and we're all very excited about it. The question is, can we expect to see Pikachu? Well, do you really think Nintendo would release a Pokémon game and not include Pikachu? Of course not. In fact, they've gone one better than just including a Pikachu. They've introduced a baby Pikachu in the form of Pichu. The only way you can catch a Pichu is by first catching a male and female Pikachu. Leave the two Pokémon to get up to some Poké fun and you'll have yourself a sweet little Pichu to show for it. Ahhh, ain't it sweet?



PIKACHU DOES HOLLYWOOD

It wasn't long before the bright lights of Hollywood were beckoning our little Pokémon friend. Attracted by fast cars, fast food and fast money, little Pikachu was soon the star of Pikachu's Vacation, a 22-minute mini-movie that ran before Pokémon The First Movie. The fun-sized film was a great treat for Pikachu fans, and it saw the little mouse take on Raichu once more in a crazy, super-charged race. If this extra helping of Pikachu still didn't satisfy your desire for the yellow one, then good news is coming. The third Pokémon Movie, Pokémon: The



Legendary Tower, is supposed to have another mini-movie in the same style as Pikachu's Vacation. It's called Pichu & Pikachu and will star both adult and baby Pichus. It sounds sweeter than sugar-coated marshmallow. The bad news is that we're probably not going to get to see this movie until 2001!

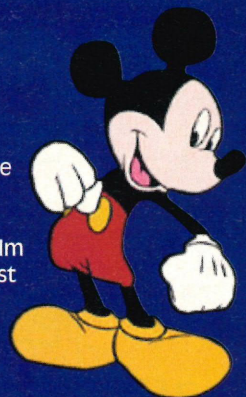
PIKA-FACTS

Talk about hot cakes! In 1997, Pikachu was the best-selling toy in Japan.

OTHER MICE STARS

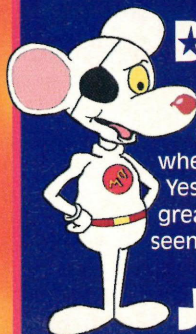
Mickey Mouse

The most famous mouse the world has ever known, but are kids still impressed with this ageing animated rodent? Maybe, maybe not. His first film was made in 1928, which must make Mickey about the same age as your granny. Now there's a thought.



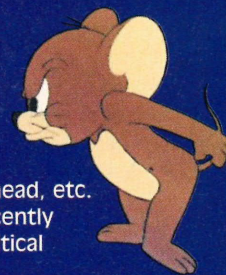
Danger Mouse

He's the greatest, he's fantastic, wherever there is danger he'll be there. Yes, in 1981, Danger Mouse was the greatest secret agent the world had ever seen - at least on kids' TV, anyway.



Jerry

The mischievous mouse that never fails to raise a laugh, no matter how many times he ties an iron to Tom's tail/hides a stick of dynamite in a box of cigars/drops an anvil on Tom's head, etc. Unfortunately, the two have recently suffered from a bad case of Political Correctness. Pah!



Speedy Gonzales

Arriba! Arriba! He's the fastest mouse in Mexico and has recently starred in his own Aztec Adventure on the Game Boy

Color, which came highly recommended in the last issue of GAME.



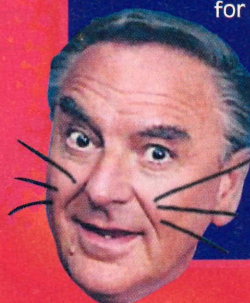
Three Blind Mice

These three had very promising careers in the business until a farmer's wife chopped off their assets with a carving knife. No-one knows what happened to the mice, but the farmer's wife is currently serving time for cruelty to nursery-rhyme characters.

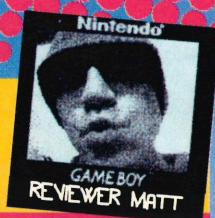


Bob Monkmouse

Not really a mouse, but a good opportunity for a cheap gag.



PIKACHU STEALS THE SHOW IN THE LATEST POKÉMON OFFERING...



POKÉMON YELLOW

SPECIAL PIKACHU VERSION

There can't be many Game Boy owners out there who don't know what the Red and Blue Pokémon games are all about, and those expecting this special Yellow version to be any different to the previous games may be more than a little disappointed. The storyline is basically the same – you play the part of a wannabe Pokémon trainer from Pallet Town helping

Professor Oak in his quest to make a complete guide to all the Pokémon in the world. The areas you explore are the same, although some monsters are found in different locations. So what's the difference between this Yellow version and the Red and Blue games?

Instead of choosing from three Pokémon at the start of the game, Prof. Oak gives you your very own Pikachu, and, just like in the cartoon, the little rodent refuses to live inside a Poké Ball or evolve into Raichu. The little electric Pokémon follows you around on-screen during your adventure, and you can talk to the electrical rodent whenever you fancy; a close-up of his lil ol' face indicating whether he's happy or sad. Fans of Pikachu will also be pleased to hear that when the cutest Pokémon goes into battle, he gives off his Pokémon battle cry, 'Pikachu!' Gary is also waiting to battle you at every chance he gets, although his first Pokémon is little Eevee. Team Rocket are still up to their old tricks, but this time you actually battle against that dastardly duo, Jesse and James. All the Pokédex info has been updated, and each character has a nice new picture, giving the game a more updated feel.

Pokémon Yellow isn't a sequel to the Red and Blue versions, it's simply nothing more than a filler until the Gold and Silver games are released in December.

Players who have played through either of the Red and Blue games may not be that excited at ploughing through the entire game all over again, and only the most hardcore Pokémon/Pikachu fans will find real value for money in this special Pikachu edition. However, for Game Boy owners who haven't yet experienced the wonderful world of Pokémon, this game is a must-have purchase.

GAME **INFO**

DAMAGE £24.99

WHO? NINTENDO

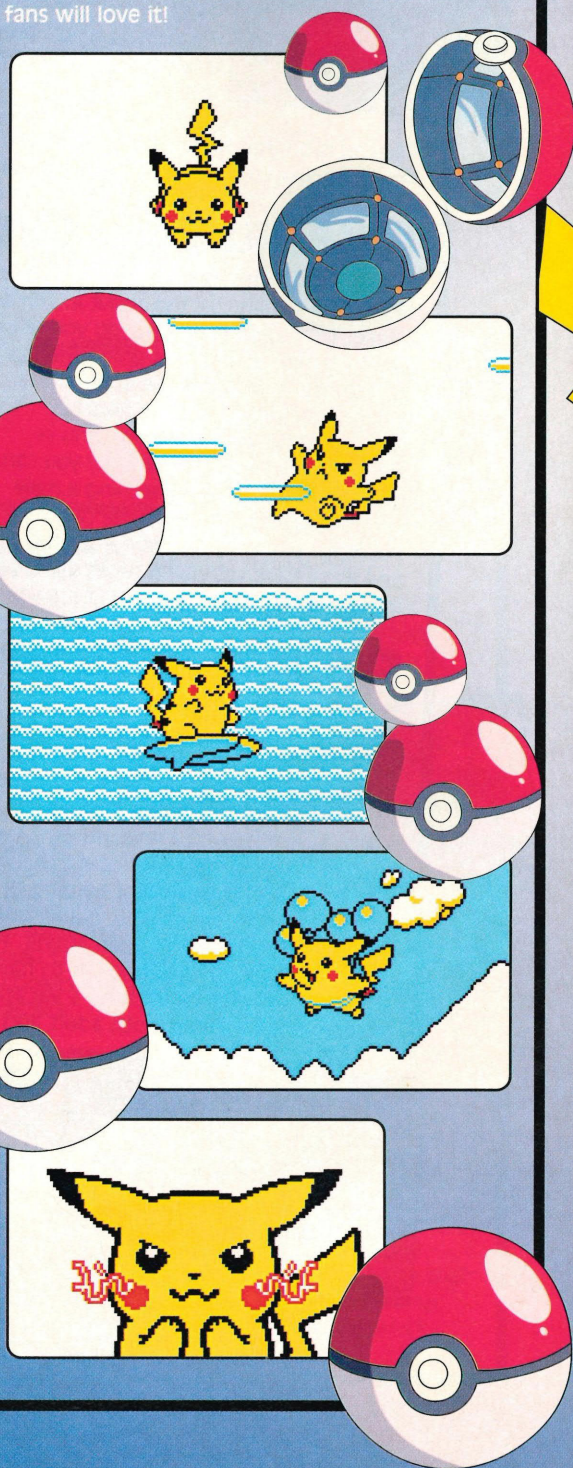
TYPE RPG

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GAME BOY / GAME
BOY COLOR

HELLO YELLOW!

The intro sequence to Pokémon Yellow is pretty darned cool. We get to see the little Pokémon in various action sequences, including Pikachu surfing, giving off a Thundershock attack and flying above the clouds with the aid of some balloons. It may be a little bizarre, but Pikachu fans will love it!



A NEW BEGINNING

Although the storyline is pretty-much the same as Red and Blue, the game gets off to a very different start.



Try to leave Pallet Town and Prof. Oak pops up with some wise words for you.



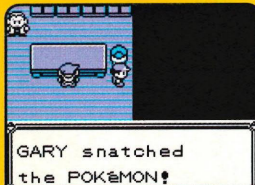
A Pikachu appears from the tall grass and the Prof. prepares to do the business.



Catching Pokémon is no problem for the Prof. and Pikachu is soon inside a Poké Ball.



The Prof. takes you back to his lab where he says he has a Pokémon for you.



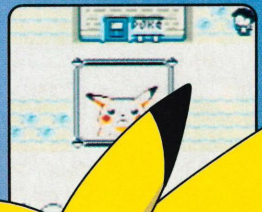
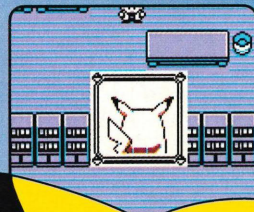
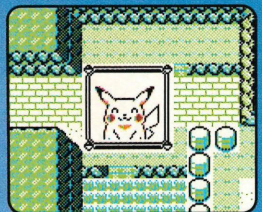
Gary arrives on the scene and is quick to pinch the Pokémon that was meant for you.



Prof. Oak has no choice but to give you the Pokémon that he caught in the grass - Pikachu!

TAKE A PIKA

Once you've received your Pikachu from Prof. Oak, the little Pokémon follows you around wherever you go. If you turn and talk to Pikachu, you can see what kind of mood the mouse is in. When you first get Pikachu, he's not exactly ready to be the bestest of buddies with you, so you've got to work hard to make Pikachu smile. The best way to keep him happy is to keep him at the top of your squad of Pokémon, give him plenty of potions and make sure he never faints in battle.



CHECK THE DEX

Just like the Red and Blue games, Prof. Oak gives you a Pokédex to help you record data on all the Pokémon in the world. All the characters have been given new information and brand-new pictures. Check out the difference between the Yellow and the Red Pokédex information.

RED	YELLOW	RED	YELLOW
NO. 025	NO. 025	NO. 010	NO. 010
RED	YELLOW	RED	YELLOW
NO. 011	NO. 011	NO. 029	NO. 029
RED	YELLOW	RED	YELLOW
NO. 016	NO. 016	NO. 027	NO. 027

GAME Scale

uppers

Pikachu is the star of the show

New Pokédex info is cool

Jesse and James put in an appearance

Experience all the magic of Red and Blue (if you haven't already)

downers

Basically a flowery version of Red and Blue

We want Gold and Silver!

Blatant cash-in

Eats up your spare time

DA BOMB

It may be a cash-in, but it's still got all the Pokémon magic



AT LAST, THE GAMING WORLD'S FOXIEST CHICK FINALLY MAKES HER GAME BOY COLOR DEBUT, AND WE LOVE IT.

TOMB RAIDER

It's taken over four years, but Lara Croft has finally graced us with her beautiful presence on the Game Boy. And boy, what a corker Tomb Raider is. If you have a PlayStation, you know Tomb Raider started life as a full 3D game. Of course, the Game Boy can't handle anything close to that, so what have they done? Well, we get to see Lara in a side-on scrolling platform adventure that's actually as playable as the 3D PlayStation offering, believe it or not (don't worry, we didn't at first). All the lovely Lara's leggy moves are here, such as climbing, jumping, shooting and rolling. The Tomb Raider team have done a mega job in animating Lara (over 2000 frames of animation if you're interested in trainspottery facts), and despite the obvious lack of details and textures, the animation is spot-on.

Believe it or not. In fact, the graphics in general are about as good as it gets on our now-ageing platform. There's a huge splash of colour, and some of the baddies, such as scorpions and tribes-people, look well cool.

One of Tomb Raider's strengths on the PlayStation was the sheer size of the game.

Well the team hasn't cut corners for the Game Boy version, as Tomb Raider is absolutely, blimmin' massive! So much so that you often find yourself getting lost and crying out for help on some of the really early stages. In fact, this is the only thing I don't like about this game.

Wandering around lost for hours on end can become boring and frustrating, not to mention the amount of batteries you go through.

There are just five levels in Tomb Raider, but each of these has anything up to 15 stages, and some of the biggest have over 800 screens. Yep, I did say 800. Maybe THQ should be giving away a lifetime supply of Duracel with every copy of the game sold. Now, there's a thought.

So the levels are huge and the graphics are great, but what of the gameplay? Well, it's classic stuff. Run, swim, shoot, jump, swing and just about any other action you can think of your way through the various levels, finding keys, hitting switches, avoiding traps and exploring till you're heart's content.

And that, in a (very big) nutshell, is Tomb Raider on the Game Boy. A game that you simply must have – beg, borrow, but don't steal; it's not very nice.

GAME TINED

DAMAGE

£24.99

WHO?

THQ

TYPE

ACTION ADVENTURE

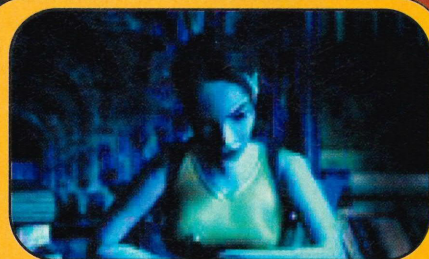
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NOW

COMPATIBLE
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STORY TELLING

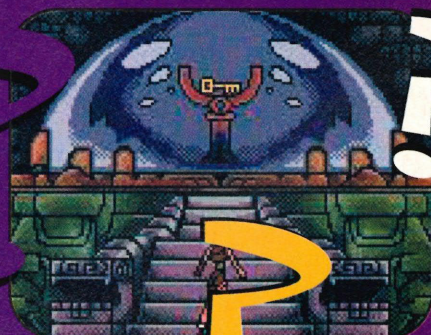
Okay, so the Gameboy just isn't man enough to handle full moving cut-scenes but Core have managed to create some great looking stills that help move the story along nicely. In fact, the stills used do just as good a job at story telling as any PlayStation rendered cut scene ever could. So there.



Ever seen a picture of Lara that doesn't focus on her waps?

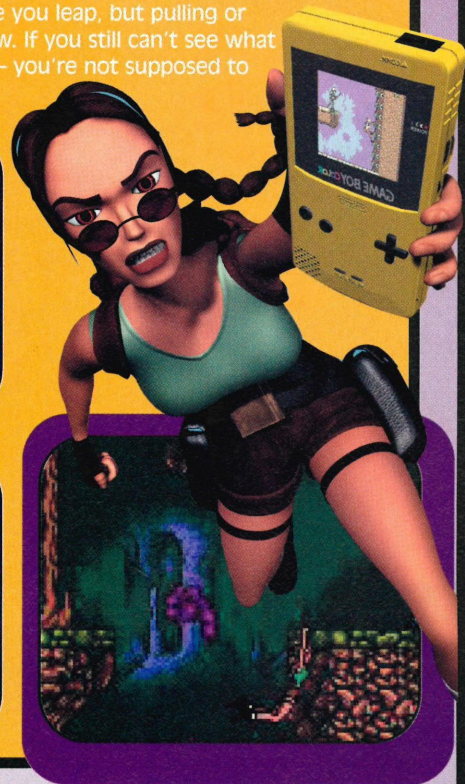
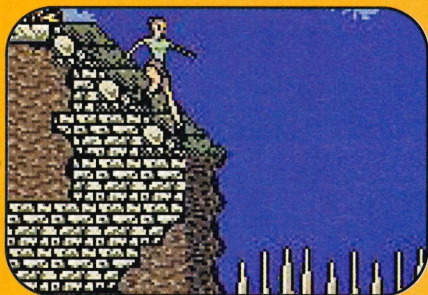
HOW PUZZLING

Tomb Raider is based on exploration and puzzle-solving as much as shooting the hell out of stuff. You need your noodles with ya'. Puzzles usually take the form of finding keys or getting the right lever to open trapdoors, although they do vary slightly. Oh yeah, and they're always tougher than your grandad's old boots.



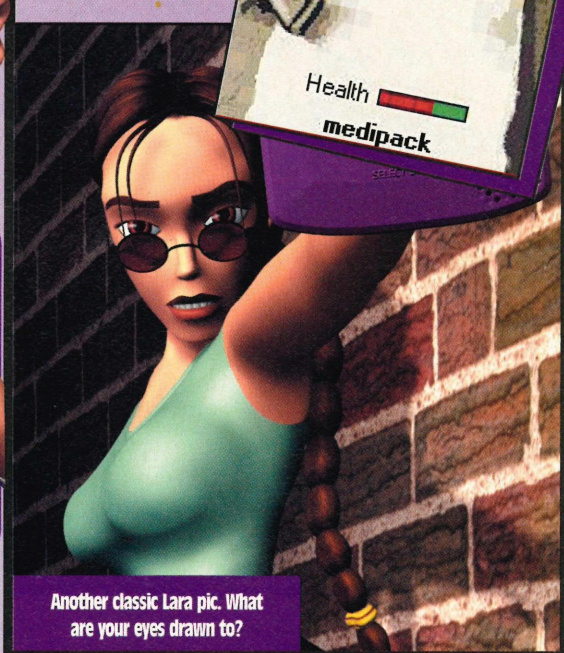
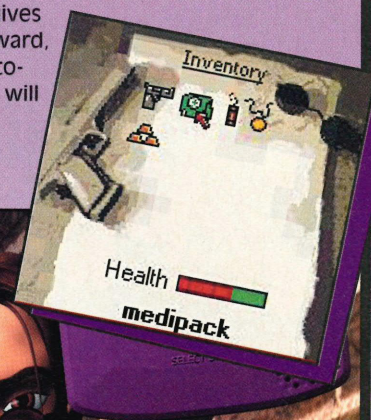
LOOK BEFORE YOU LEAP

One slight problem with Tomb Raider is that sometimes you can fall to your death and it's not really your fault, because you didn't know where you were jumping to. Alas, you can't look far before you leap, but pulling or hanging down does give you a better view. If you still can't see what you're jumping to, though, take the hint – you're not supposed to go that way!



THE INVENTORY

Ever since the original PlayStation Tomb Raider, people have complained about the piddly, fiddly inventory system. Well, Game Boy Tomb Raider does away with all the flashiness of the former inventory, and gives us a straightforward, incredibly-easy-to-use system that will select what you want with ease. Thank God.



Another classic Lara pic. What are your eyes drawn to?

AMAZING ANIMATION

We haven't seen animation like this on the Game Boy before – it's of such a stupendously high quality. Lara moves with a smoothness you won't believe, and the 2000-odd frames of animation are put to amazing use throughout the massive range of Lara's moves. Unfortunately, this being a load of paper bound together with staples, we can't actually show you the animation in action. Trust us though; it rocks.



A bit like Pitfall here innit?



Lara loves to hang around (oh dear – Ed)



GAME Scale

uppers

Superb graphics

Superb
Gameplay
Absolutely
enormous

Takes ages to
complete

downers

Takes ages to
complete

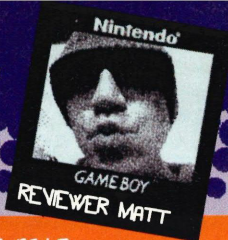
Easy to get lost
That, as they
say...

...is all folks!

DA
BOMB

This is one of the best Game Boy games ever. Buy it now.

GAME Play



THE GAME BOY IS BACK IN THE DRIVING SEAT, BUT IS THIS EFFORT AHEAD OF THE PACK OR IS IT THE PITS?

LE MANS 24 HOURS

Yes, it's another car game. This isn't necessarily a bad thing, as this month's impressive TG Rally 2 shows, but this effort is certainly an under-achiever! It includes various modes, including the ultimate challenge – the Le Mans 24 Hours. Alas, the handling of the cars is so bad that for the first third of the lap you wonder whether you're even in control of your vehicle. Once you perfect how to

keep the car on the track, it's all over anyway as you're stuck in 20th position. The Arcade Mode fares slightly better, as it briefly puts aside the realism and introduces a load of bonus power-ups such as the obvious huge tyre that improves your grip on the road, to the very bizarre big light bulb which brightens everything up. No, really. Alas, even in his mode you're unlikely to want to bother playing it for long, as there's just no satisfaction to be gained, even if you do manage to somehow gain victory. My advice is to leave it in the garage.



GAME INFO
DAMAGE £24.99
WHO? INFOGRAMES
TYPE DRIVING
ON SALE NOW!

COMPATIBLE
GAME BOY
COLOR ONLY

THE CARS!

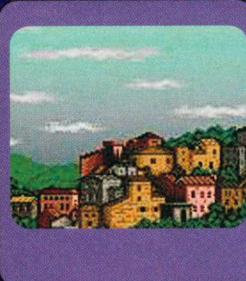
There are ten official vehicles available in the game. Will you choose the BMW, the Audi, Toyota or maybe the Nissan? Whichever, you'll still need a lot of skill to succeed!



Every boy's dream. A garage full of sports cars to choose from

CALL JOHN KETTLEY

Each of your races takes place in different conditions. Some, such as sunshine, are obviously no problem, but how will you perform in snow or a torrential rainstorm? You need more than a raincoat to succeed here!



GAME Scale

uppers

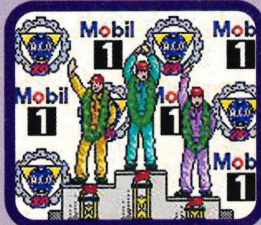
Real cars
Authentic
Good background graphics

downers

Bad handling
Too difficult
Car graphics are very basic

THE PITS!

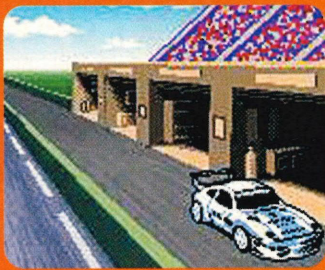
If you decide to take the ultimate challenge, you need to think like a real driver. This means making full use of the pit lanes and changing your tyres depending on your situation. If you want to be drinking that champagne on the podium, you'd better learn what's most effective!



No, it's not a team of strongmen trying to lift a car

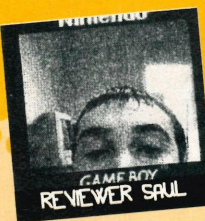


It would be cool if the in-game graphics were like this



1 2 3 4 5

Like the England squad - don't expect too much.



GAME INFO

DAMAGE

£24.99

WHO?

MATTEL

TYPE

VIRTUAL PET

ON SALE

NOW!

COMPATIBLE
GAME BOY
COLOR ONLY

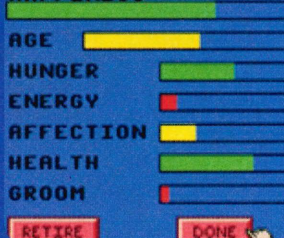
FOR THOSE OF YOU WHO HATE DOGS

CATZ



Virtual pets. What a waste of time. Surely this type of thing is only liked by those crazy Japanese? Still, believe it or not, Catz is mildly amusing for a while. The idea is to choose a kitten, then groom and play with it as it grows. Simple. At the start, you get the choice of either a Persian, Siamese or Calico cat, and to decide which one you want, you have to play with them. After binning the furball rejects, it's time to turn your new pussy into something your mother would be proud of. As well as feeding and grooming them, you have a vast selection of accessories and toys (yes, it's spelt like that) to help bring up your cat. All of these things can be exchanged with your mates via the Game Boy InfraRed, which is a nice touch. However, there just isn't enough here to keep you interested for long. But then, bringing up a kitty was never gonna be a classic, was it?

HAPPINESS



Check the stats to see how you're doing. It's lucky the RSPCA can't see 'em, though.



How nice, taking your cat to the beach. Just don't put it in a plastic bag and throw it in the sea.

GAME

Scale

uppers

- Gives you a warm feeling inside
- Don't have to clean litter tray
- Good use of the infra-red function

downers

- Not exactly a game
- Can be boring
- What is the point?

12345

If you're a die-hard Tamagotchi fan, this is the next step up. Not much cop, though.

SMALL SCREEN.



99% As close as you'll get to perfection
Total Game Boy Color

A game that you absolutely must own
Nintendo Pro 93%

91% Adventure games don't come better than this
Official Nintendo Magazine

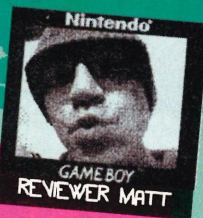
One of the best GBC games yet ! Enormous!
Nintendo World 90%

90% A treat for the eyes
GamesMaster

AVAILABLE 30TH JUNE 2000

GAMEplay

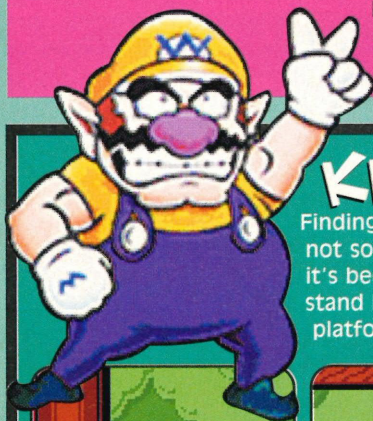
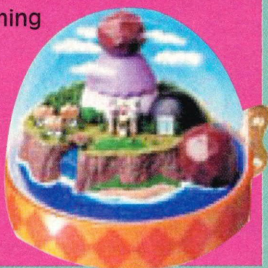
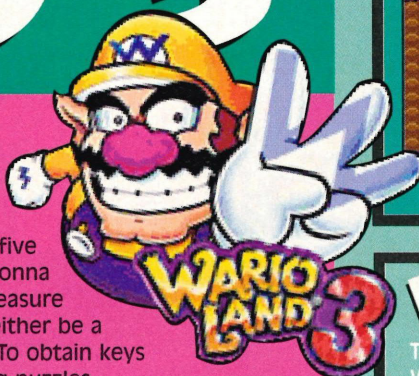
IT'S-A WARIO! HE'S BACK, AND THIS TIME HE REALLY WANTS TO GET OUT OF HIS BOX...



GAME BOY REVIEWER MATT

WARIO LAND 3

Poor old Wario never catches a break. First he crashes his plane, and then he's transported into a bizarre world inside a music box. To return home, Wario must find five hidden music boxes, but it ain't gonna be easy. In each level, Wario must unlock four treasure chests. Each chest contains treasure which can either be a power-up, an item, or a piece of the music box. To obtain keys for the chests, Wario must solve some perplexing puzzles. The great thing about WL3 is that Wario cannot be killed. When enemies touch him, they transform him into a different state. Hammering robots turn Wario into a spring, sending him bouncing around the screen, and bats turn him into Vampire Wario, who can then transform himself into a bat, which gives him the power of flight. These altered states are used to solve the majority of the game's puzzles, making WL3 much more than your average platform game. WL3 contains so much of the stuff that great platforming games are made of that it's hard to cover it all. The graphics are bright and detailed, the levels and enemies are original, the puzzles are testing but not impossible, the power-ups are cool and the gameplay is second to none. WL3 is a slice of sheer Nintendo brilliance that would only be missed by foolish people.



KEY TO SUCCESS

Finding keys to open treasure chests may not sound like an original idea, but the way it's been executed makes Wario Land 3 stand head and shoulders over other platformers.



Okay, you've found a key...



Open it up and take the booty!

GAME INFO

DAMAGE £24.99 WHO? NINTENDO

TYPE PLATFORM ON SALE NOW!

COMPATIBLE
GAME BOY
COLOR ONLY

WHAT A STATE!

In order to complete certain puzzles within the game, Wario must alter his state. There are many different Warios that you can play with, and each one is triggered by touching certain enemies.



Fat Wario is a hefty chap.



Zombie Wario is green and slimy.

WHAT A STATE!

To access certain areas, Wario has to play the golf mini-game. Wario must kick a Para-Goom into the hole within a certain number of shots. It's great fun!



GAME Scale

uppers

Original gameplay
Crisp, colourful graphics
Enjoyable from start to finish
Wario's one cool character

downers

Puts other platformers to shame
Highly addictive
It's too good?
Difficult to find any bad points

DA BOMB

5

Quite simply the best platformer available for the GBC.

DAMAGE

£24.99

WHO?

MATTEL

TYPE

VIRTUAL PET

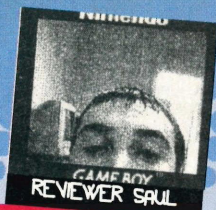
ON SALE

NOW!

COMPATIBLE

GAME BOY

COLOR ONLY



GAME BOY REVIEWER SAUL

FOR THOSE OF YOU WHO HATE CATZ.

DOGZ



The dog is a man's best friend. Pah, don't believe a word of it. Ever gone to the cinema with a dog? Ever spent a night on the town with a dog (yes - Ed)? Ever gone to a football match with a dog? Answer; no. Anyway, Dogz tries to change all that by giving you your very own virtual dog to bring up from a puppy. It's basically the same as Catz, in that after choosing your oh-so-cute little puppy, you then have to look after it by feeding, grooming and playing with it. The three varieties of dog to choose from are chihuahua, scottie and mutt, which isn't very exciting. I'd like to see a few rottweilers, dobermans and pitbulls, but I suppose that would get rid of the cutesy image. Still, much like Catz, Dogz is amusing for a while, but there just isn't enough of a game here. Of course, Dogz doesn't attempt to be a game, so if a virtual pet is what you're after, Dogz will do nicely.

It's a shame that, when your dog is unhappy, that you can't feed him a postman or a few Catz.

OOoh, look at that cute little doggy. Mummy, can I have one, please?

GAME Scale

uppers

No need for a pooper-scooper
Lots of things to play with
Uses the infra-red link

downers

It gets boring
Limited appeal in the first place
What is the point?

12345

Unfortunately much the same as Catz - not very good.

BIG ADVENTURE.

30TH JUNE 2000



CORE

EIDOS

eidos.com

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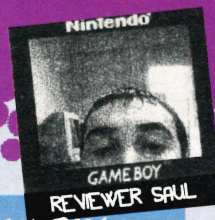


www.g4club.net



www.thq.co.uk

GAME Play



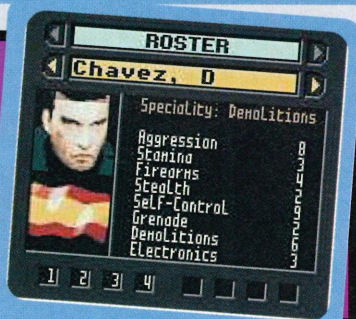
FORGET SAS, FORGET SWAT, RAINBOW SIX ARE HERE AND THEY'RE GONNA KICK BUTT...

RAINBOW SIX

Rainbow Six is a terrific stab at giving the Game Boy something a little different. The basic premise is that you take control of Rainbow Six, a team of highly-trained military personnel whose job is much the same as the SAS. Instead of just throwing you in to start blasting, Rainbow Six requires you to set up each mission in a lengthy and very detailed set-up section, where everything from weapons and equipment to entry and exit points are dealt with. This gives the game a lot of depth, and is actually quite good fun. There's loads of stats on your team members to trawl through, and you get a good look at the weapons and hardware on offer. You need your thinking head on too, as wrong decisions at this stage could be fatal later in the game. This makes the mission set-up as important, if not more so, than the action part of the game. Which is where the problems start, actually. The graphics are poor and the fun is basically non-existent. This is supposed to be action? I'd rather watch paint dry in a library, personally. Which is a shame, because what should have been the boring bit (setting up), has turned out cool, and what should have been the cool bit (the action) has turned out boring. Oh well.

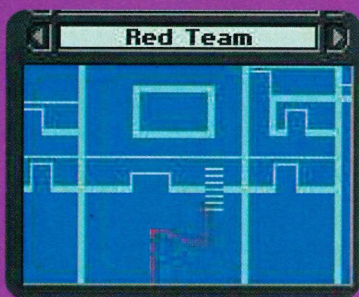
THE TEAM

You have ten team members at the start of a game, who you can split into four different groups. Once this is done, and you're out in the field, you can then give orders to, or take control of, any of the groups that you like.



PICK A ROUTE

There's a cool part of the set-up section which allows you to draw routes for your different teams through a mission. Just take the coloured lines where you want your computer-controlled players to go. Simple.



It may look like some cheapo paint package, but it ain't.



GAME INFO
DAMAGE £24.99 WHO? TAKE 2
TYPE Action/Strategy ON SALE NOW!

COMPATIBLE
GAME BOY
Compatible

IN THE FIRST PERSON

There's a first-person mode to get your teeth into, but it doesn't help make the action bits any cooler. If you're after a wicked first-person mode on the Game Boy Color, wait for Perfect Dark; it's gonna be the nuts.



Doom on the Game Boy. Well, sort of anyway.

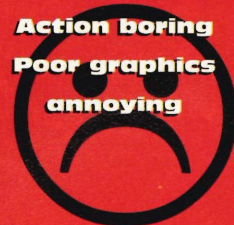
GAME Scale

uppers

Great mission set-up
Loads of strategy
Loads of stats

downers

Action boring
Poor graphics
annoying



1 2 3 4 5

Could have been a winner but ends up as a sinner.



IT'S 2001. YOU'RE GRIFFIN, A MAN LOOKING FOR HIS BIRD, IN A TANK, WITH GUNS. COOL.

BATTLETANX

At least they've tried to do something different with the story; A virus has wiped out 99% of the world's female population, and your bit on the side has been kidnapped. So climb into one of three tanx (sic), and blow everything and everyone to kingdom come. And that really is about it. Each level on Battletanx involves the same thing; drive around bland-looking US cities (that are supposed to be recognisable as real), and blow up other tanks and stuff. Not exactly revolutionary, but mildly entertaining. Only for a little while, mind you. The gameplay gets very repetitive, as no matter what your particular mission is, it always involves blowing up a number of enemy tanx. The only thing that really makes the missions different is the layout of the city you're in, and I must admit, finding your way through some of them can be pretty taxing. But this challenge soon changes to annoyance. Which is why you're bored after a few hours. I'm sure you won't bother completing the game, even if you did want to find all eight of the power-ups. Still, if you're after a quick, no-brainer blast-'em-up, Battletanx fits the bill nicely.



GAME INFO

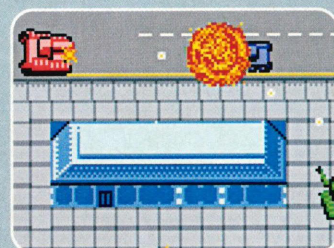
DAMAGE £24.99 **WHO?** 3 DO

TYPE ACTION **ON SALE** NOW!

COMPATIBLE
GAME
BOY COLOR

BLUE BUILDINGS

If ever you find yourself stuck on a level, keep an eye out for the all blue buildings as these can be blown to pieces allowing you past them.



What I can't understand though, is that if you can obliterate huge tower blocks, how comes you can't destroy the small concrete barriers blocking the road? Hmmm.



Tanx are great aren't they? Look you can shoot stuff

LOVELY LADY



OBJECTIVE

Destroy 4 Enemy Scouts

All this destruction comes down to one thing – Griffin is trying to rescue his missus, who's been kidnapped. All of the story sections at the beginning of the missions point towards this, although some of it is laughable. Still, at least 3DO has tried to do something a little different.



TANX X3

There are three different tanx to choose from, although you don't always get a choice as such. The tanx don't really differ from each other, although some are noticeably slower/faster.



It's a shame that the only real difference between tanx is the speed.

GAME Scale

uppers

Loads of blasting

Good power-ups

Amusing storyline

It's got tanx in it

downers

Won't last long

Boring

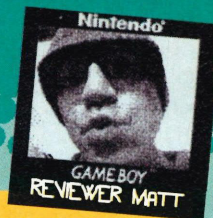
Limited gameplay

Frustrating

1 2 3 4 5

Fun for a while, but gets boring quickly.

GAMEplay



THEY PROBABLY COULDN'T AFFORD THE WIMBLEDON LICENCE...

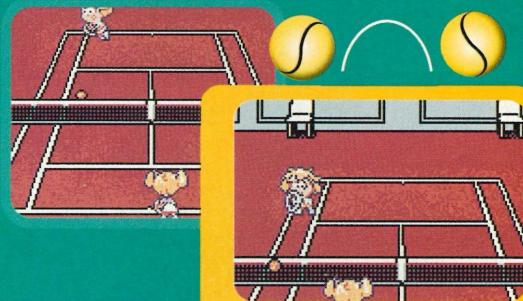
ROLAND GARROS TENNIS 2000

Anna Kournikova. The only reason 90% of you lot would be even slightly interested in tennis. I mean, those short skirts... Sorry, you wanna know about Roland Garros, don't you? Well, it's a tennis game based on the Roland Garros (who he?) tournament, done in a cartoon style. Which is a good start, because if history (boring) is anything to go by, it's always the cartoon tennis games that come out on top over the more serious simulations.

Roland Garros offers you the chance to play as eight different characters over six tennis courts. It doesn't make much difference where you play or who as, apart from the graphical side of things. The gameplay is simple enough, with the use of just one button to perform different shots, but for some reason, simple as it may be, Roland Garros is actually great fun to play. It does have its annoying moments, though. The worst of these has to be the way in which the ball travels at times. Sometimes there's more swerve on that little tennis ball than David Beckham could put on a football. I know Roland Garros isn't trying to be true to life, but this is a bit much. Also, at first, the controls and movement of your player is a bit fiddly, but you soon get used to it. Overall, though, this is one cool little game. So if tennis is your thang, you could do much worse than play a match with Roland Garros.

RG TOURNAMENT

The tournaments are all exactly the same, so even though this court is actually the Roland Garros Tournament Court, it makes absolutely no difference to the gameplay or structure.



GAME INFO
DAMAGE £24.99
WHO? CRYO
TYPE TENNIS SIM
ON SHOP Now!

COMPATIBLE
GAME BOY COLOR

ICE TENNIS

As well as playing on the beach, you can also play tennis on a frozen pond. Not very likely, methinks, but a little more possible than playing on the beach. Unfortunately, the slidy surface makes no difference when playing. Boooo!



GAME Scale

uppers

Clean cartoon graphics

Addictive gameplay

Good fun

downers

May not last too long

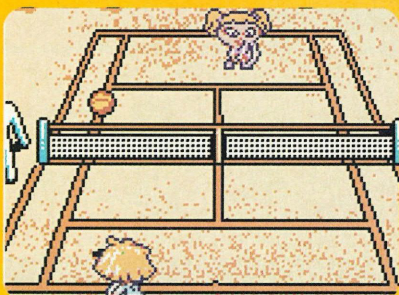
Not enough modes

No Anna Kournikova...

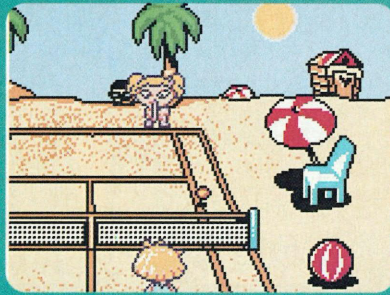
...Or short skirts

BEACH TENNIS

Call me unimaginative, but is it not impossible to play tennis on sand? Well, you can forget about that little problem here, 'cos Roland Garros comes with a beach court to play on. Still, it's only a game...



Surely, beach volleyball is a better game to play...



...on the beach. Like, where balls don't bounce.

12345

It's good fun and looks cool, but it's not a classic.



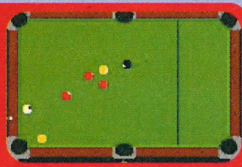
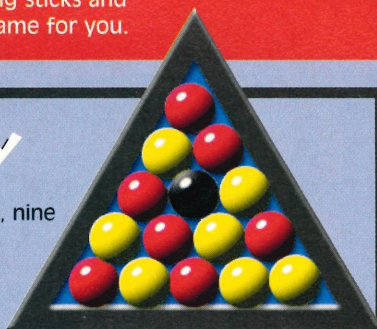
'SNOOKER LOOPY NUTS ARE WE...', OH SORRY, WRONG SONG...

PRO POOL

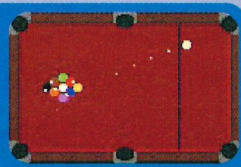
Pool wouldn't be our first choice for a Game Boy game, but after playing Pro Pool for hours on end, we've been converted to the dark and dingy atmosphere of the smoky pool room. Why? Because Pro Pool plays like a beauty. Although when you first start playing, you might find this a little hard to believe, because Pro Pool is a bitch to get into. Once you work out those angles, though, and the balls start flying in, it's more satisfying than a Solero derby on a hot summer's day. Things don't look half bad either. Although most of the graphics are on the basic side, there's a good variety in tables, the balls are nice and round (that's not a joke, it's quite impressive that they don't have pixelated edges), and the speed they move at as they career around the table is good. Problems? Well, the computer opponent often takes a while to choose a move and it's a tad easy, especially in Hustler Mode where you can earn yourself thousands of (virtual) pounds in just a few hours, but other than that, if you're even slightly interested in long sticks and small multi-coloured balls, Pro Pool is the game for you.

MATCH PLAY

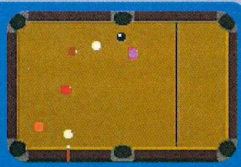
Within normal matchplay there are nine, yep, nine different types of pool play. The game types range from 8-Ball US & UK to Speed Pool and Killer. All the rules are included for all games so you should know what you're doing too.



UK 8-Ball Pool



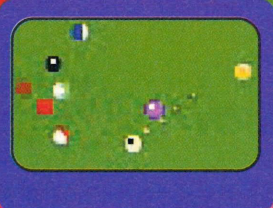
US 9-Ball Pool



Uh dunno, answers on a postcard...

SMASH 'EM & BASH 'EM

Okay, I know it's boring, but the physics in Pro Pool are actually very good. Just think how much calculation it takes to rocket these balls around the table. The balls move extremely true to life, and all the angles seem to be present and correct. Although that comes from somebody who couldn't pot the black in real life even if it was on the edge of a pocket. Still, it seems that if you want to do a double or cushion shot, the CPU always plays the ball exactly how you hit it. Which is commendable seeing as though many PSX pool games couldn't get it right. Well done Codies.



GAME **INFORMED**

DAMAGE £24.99

WHO? CODEMASTERS

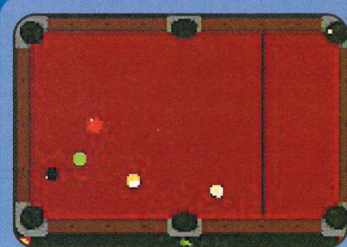
TYPE SPORTS SIM

ON SHOP Now!

COMPATIBLE
GAME BOY &
GAME BOY COLOR

THE HUSTLE

The idea of Hustle Mode is to make dosh, and lots of it. You start with a small amount of the green stuff, and win more by beating your chosen opponents in different imaginary pool halls. You have to choose who to play, and for how much, so use your noodles.



The different pool halls have got different tables. Nice.



Start in small bars, work your way up to the posh places.

GAME Scale

uppers

Addictive gameplay

Good physics (boring)

Loads of types of pool

Round balls (ahem)

downers

Not everyone is into pool

Could become samey

Hard to learn...

...too easy after you have

12345

It's simple, but a whole load o' fun!



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WELL, AT LEAST YOU DON'T HAVE TO BE 6FT PLUS...

NBA IN THE ZONE

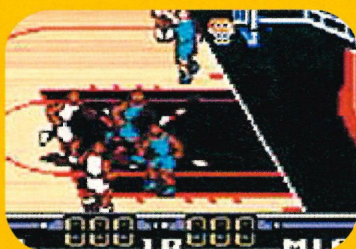
2000

Control. It's something any game must have if it's going to get a good review in a mag such as ours. Sadly, NBA In The Zone 2000 suffers from a serious lack of the stuff. Something like the (usually) simple job of changing your player becomes more frustrating than losing your rarest Pokémon card, and as for scoring - well, if you can score more than ten points in one match, you're a better man than me. When you do manage to get the ball in the basket, you're sometimes treated to a cool little dunk animation. But not all the time. General scorelines are usually around the You: six, CPU: 98 mark, and even when you get a lot better (which won't take long 'cos there ain't much to learn), your scores won't improve drastically. Maybe if the matches were fun it wouldn't hurt so much when getting yer butt kicked by the Game Boy's mini computer brain, but there just ain't much fun to be had here. The graphics aren't bad, but they aren't good enough to make up for the general crappines on show. Despite looking okay, and including all the real-life teams and players, NBA In The Zone 2000 is still only one for the real basketball boys out there.

LINK 'EM UP

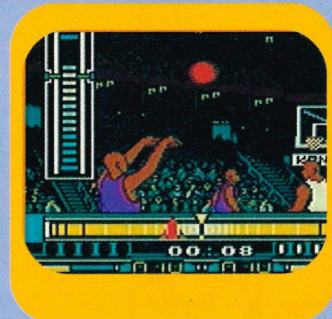


It's possible to play a two-player game of NBA In The Zone 2000 by making use of the Game Boy's link cable. However, that basic lack of control still means there's a certain lack of fun, even when playing a mate.



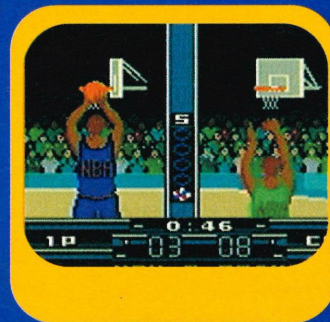
ALL STAR

Like almost every other b'ball game to date (on any console), NBA In The Zone 2000 gives you the chance to play an All-Star game, using the Western and Eastern All Star teams - made up of the best players from each area. And that's about it.



SHOOTOUT

The Shootout mode sees you choosing one player from any team to go up against the computer in a straight forward basket shoot. Score as many baskets as you can in the allotted time. The view changes for this mode and you see the back of your player facing the basket. Pull down to crouch and push up to shoot at the basket. Sounds easy? Give it a try yourself, it's flippin' tough!



GAME Scale

uppers

real teams
real players
loads of stats

downers

terrible control
too hard
boring (yawn)

1 2 3 4 5

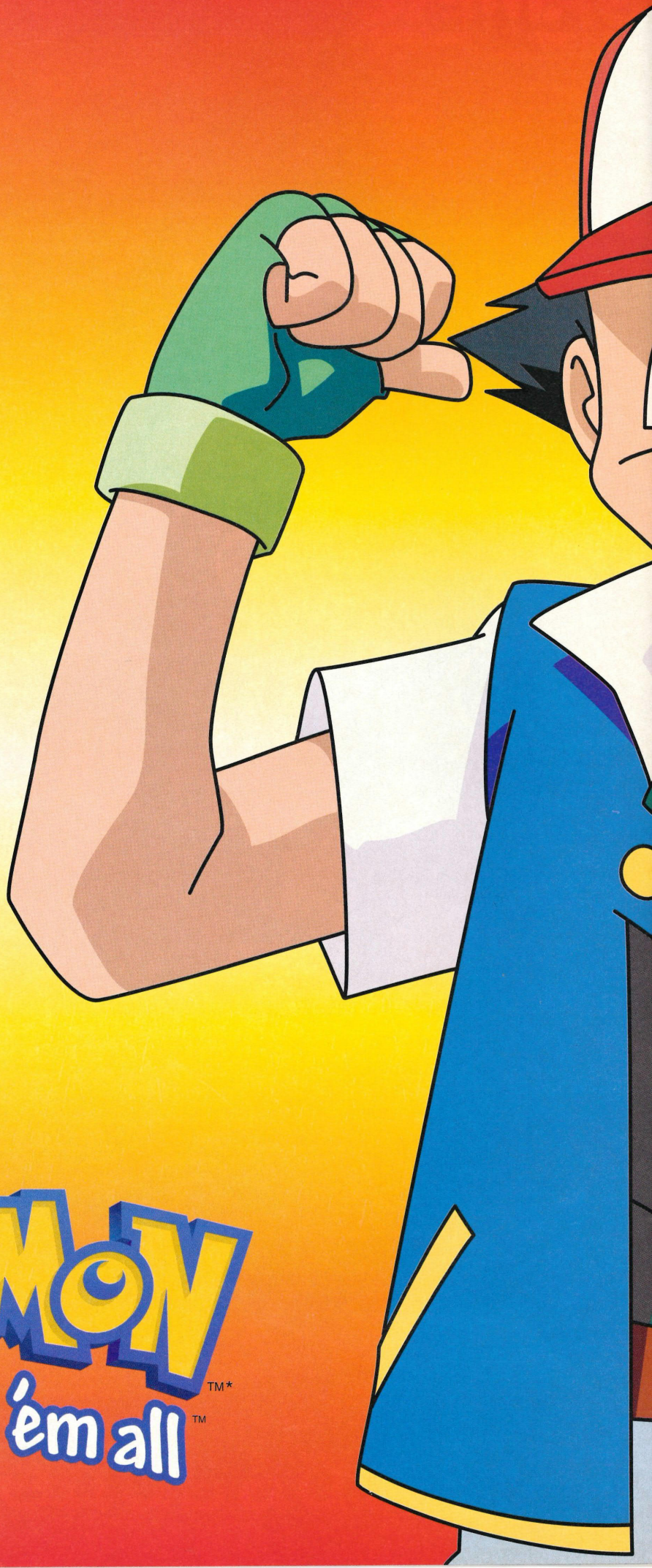
No control and extreme frustration brings this baby down.





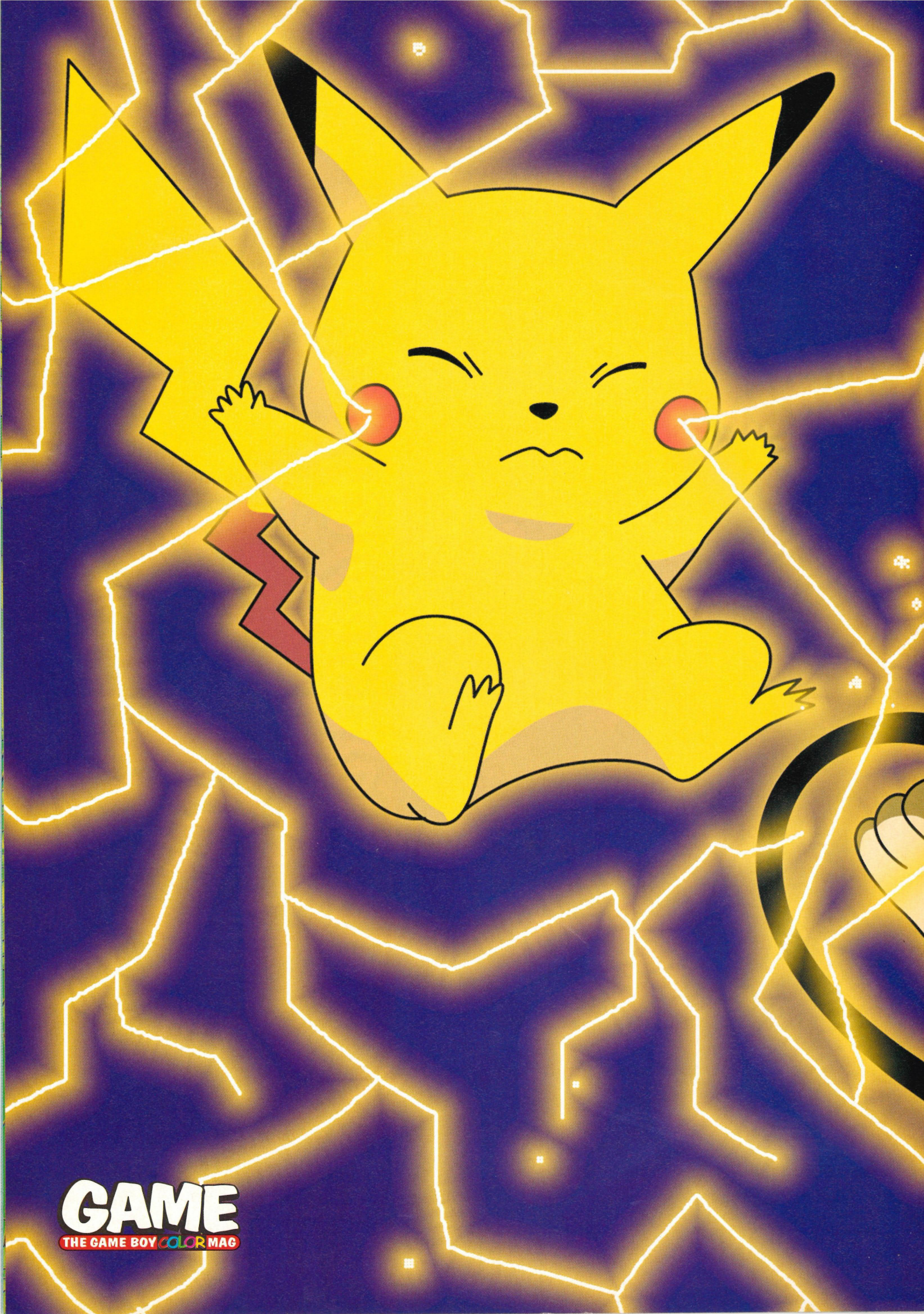
Venusaur





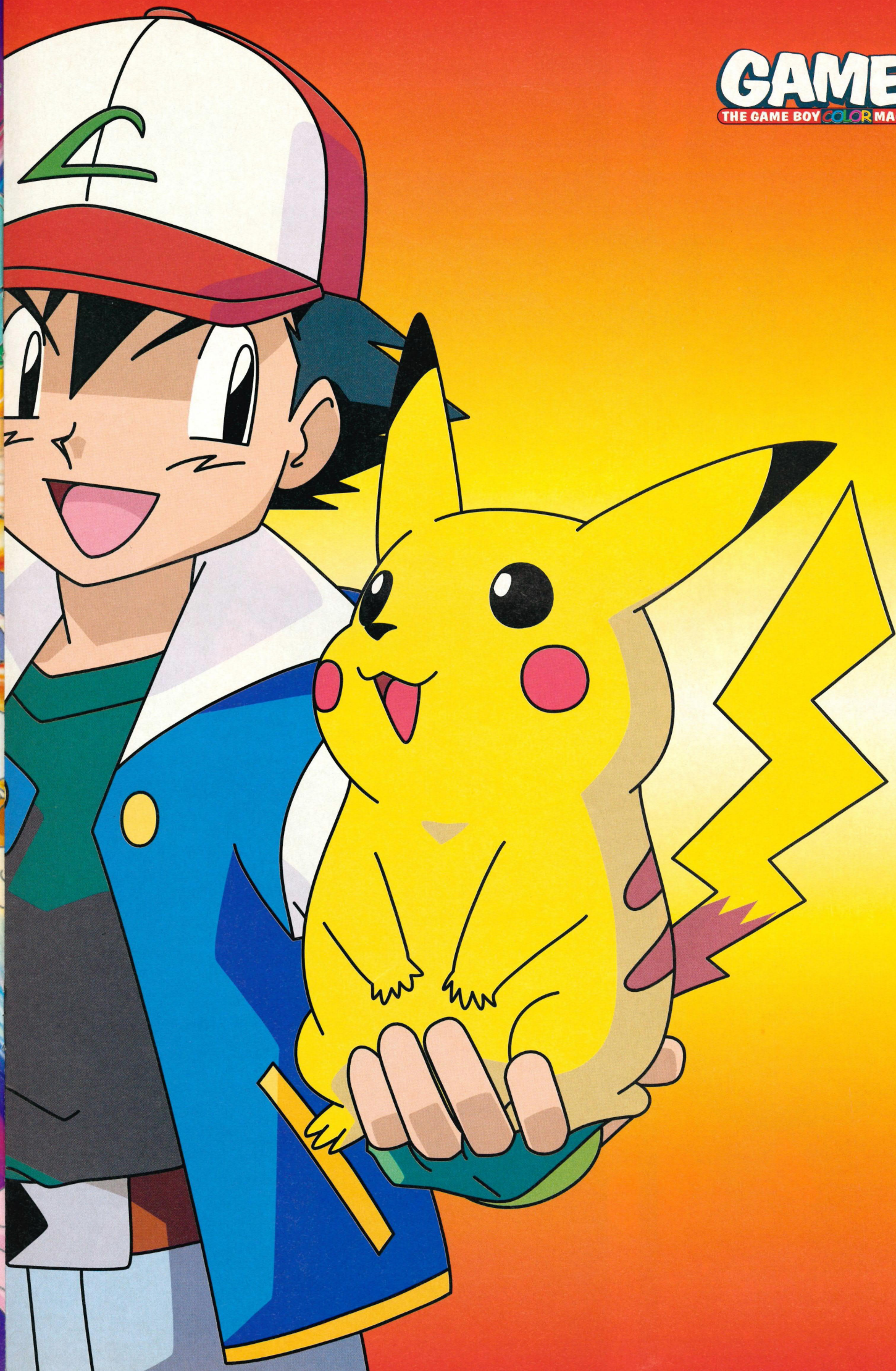
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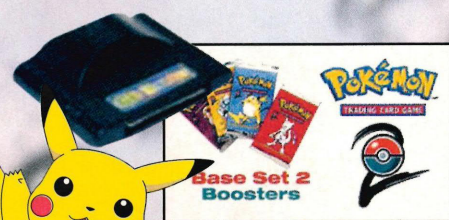
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GAME HOT LINE

COMPETITION ADDRESS

Send entries here, like:
(Competition name)
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Poole
Dorset
BH15 1SB
The closing date for this month's competitions is 02/08/00.
Bribes are not accepted and the editor's decision (no matter how bad) is final. So there!

YOSHI ADVANCE

Rumours on the internet suggest Nintendo is already working on a handheld version of the excellent

Yoshi's Story. There's no news on how the game plays or looks yet, but it's said Nintendo have used it to demonstrate the power of the GBA. There's no release date and there's talk that it might stay as a demo (pah!), but if it does hit these shores, expect to see something special.



COMPETITION

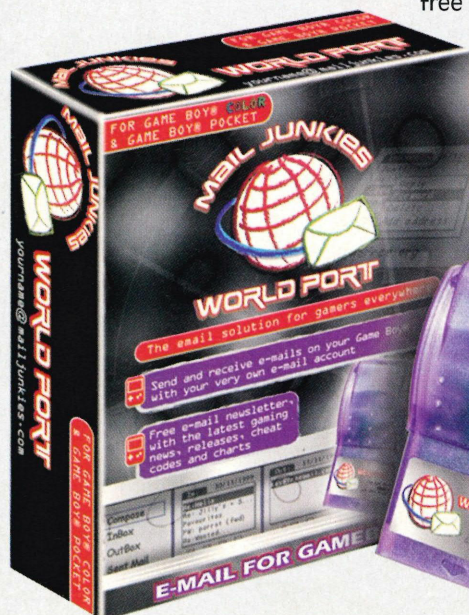
MAIL JUNKIES WORLD PORT

Whatever will they think of next? It's now possible to send and receive E Mail via your Game Boy. How cool is that? The Mail Junkies World Port slots into the back of your Game Boy, and connects to a normal phone line so that you can contact your buddies all around the world. It works like any other E Mail system, except you don't need an expensive computer, just a Game Boy, World Port adapter and a phone line. It's quick (about a minute at a time to log on and get your mail), simple (just a few button presses to send and receive mail) and more importantly, it's cheap (£24.99). You will, however, have to buy top-up cards to pay for the service, but it's not expensive and cards are generally about a fiver, and easy enough to get in the shops or buy on-line.

You don't only get a cool E Mail account either. After registering with the World Port service, you become a member of the Mail Junkies Gaming Network and get

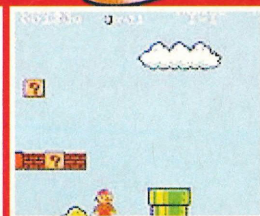
free weekly E Mails keeping you up to date with all the latest gaming news and cheats. The World Port also has an address book, a screen keyboard, world map and a calculator. They should be in all good game shops by the end of July.

Can't wait that long? Well, we've got three to give away. So answer the following question, send it to the competition address (marked World Port Competition) and you might just stand a chance of winning one of these cool little devices.



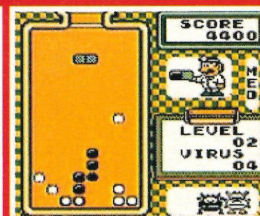
What does the 'E' in E Mail stand for?

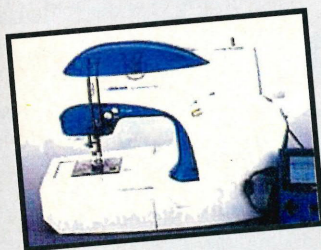
- A. Erotic
- B. Electronic
- C. Ever Ready
- D. Entertaining



GAME BOY ON TAP

More news from way out East. There's a whole new way to buy Game Boy games in Japan, although don't expect it in your local mall for quite some time, if ever. The idea is that you buy a blank cartridge for the equivalent of around 40 quid, place it in a machine and specify what games you want. The cartridges can hold between one and seven games, and there's a whole range of classics to choose from such as Zelda DX, Dr. Mario, Super Mario Land 1, 2 & 3 and Yoshi's Cookie. Once you've decided what games you're having, input them on the touch-screen, give the machine your name and phone number then take the receipt to the desk where a cashier chucks your cartridge into the download system that takes the games directly from Nintendo's server. Why not just go in and buy the games of the shelves, though? Well, it's designed so people can get older games with ease, as most Japanese stores only stock the new stuff. Sounds cool to us.

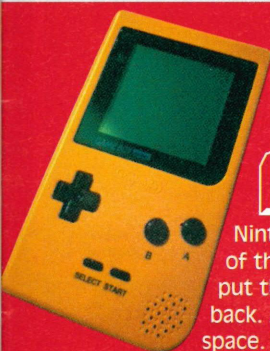




SEW WHAT!?

Those madcap little people from the East are at it again. This time, they've only gone and built a sewing machine that allows you to input patterns using your Game Boy. Singer released the crazy device (called the NuYell) in Japan on 7th June.

Using a special memory card, you can select one of over three hundred patterns to stitch into your clothes – if you're into that sort of thing anyway. It's not all about being creative, though. They just thought, why create a chip to do this in the sewing machine, when millions of Japanese have Game Boys that can be used for the same thing? Tight? Insane? Pointless? Go figure.



100 MILLION BROTHERS

A million is a big number, but 100 million is a bloomin' ridiculously huuuuuuuge number. Unbelievable as it may sound, this is the number of Game Boys Nintendo has now sold worldwide, despite last issue's report of the 80 million figure. If you took all those Game Boys and put them end to end, they'd probably reach to the moon and back. Although they wouldn't, because they'd all float away in space. Unless you glued them together first, we suppose.

PORTABLE PLAYSTATION?

In a bid to keep the PlayStation going strong, Sony has unveiled a brand-new redesigned PlayStation called PS One. The new PlayStation is exactly the same inside, but it's now much smaller (about the size of a portable CD player), and it can also be connected to a mobile phone. Soon after it's launched, Sony plan to release a small LCD monitor to plug into the PS One. Don't worry, though, PS One won't take the Game Boy's limelight as you can't use this new mini-PlayStation on the move. It's more transportable than portable, so it's easier to take round your mate's. We never had a problem chucking ours in a carrier bag before, though, so what the point is, we don't know.



Game lacks a letters page, but all that's about to change, if you lot get your backsides in gear and start writing. We want to hear what you've got to say on everything from Game Boy and videogames to football and birds. As long as it's cool, you stand a chance of getting your scrawl in the mag. Every letter that gets printed wins a Blaze Flexlight, so if the honour of being in this mag isn't enough, that should persuade you. By the way, if you can make us laugh, or send a cool drawing or GB Camera photo in, you stand far more chance of winning. Send your letters to:

Contact

Game
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By the way, if we get letters of the type, "Can I have a free Flexlight", we'll burn them. Make the letters interesting and fun; nobody likes a beggar.

NO SHOW FOR ADVANCE

It's a shame, but there was no sign of the Game Boy Advance at this year's E3 show. Many people expected Nintendo to show off their new handheld, but Nintendo of America has said that they were using the show to focus attention on the N64 (which is having a new lease of life), and the Game Boy Color, which is still selling units faster than Nintendo can make them. It's now confirmed that any big announcements about the Game Boy Advance (including what it will look like) will come at the SpaceWorld trade show in Tokyo in August, and we'll be there for the scoop.



YOU SHOW ME YOURS

E3 exhibitors at E3 revealed over 2000 new software titles and a decent chunk of those will be for the Game Boy Color. There's far too many to list them all, so here are the ones we're looking out for:

Tony Hawk's Pro Skater 2 (Activision)
Disney/Pixar's Buzz Lightyear of Star Command (Activision)
Marvel's X-Men Mutant Wars (Activision)
Cannon Fodder (Codemasters)
Scooby Doo (Digital Eclipse)
Wacky Races (Infogrames)
Pokémon Gold & Silver (Nintendo)
Zelda Tri-Force Series (Nintendo)
Donkey Kong Country (Nintendo)
Buffy The Vampire Slayer (THQ)
Kinky (Nintendo)
Alice in Wonderland (Nintendo)
Perfect Dark (Nintendo)
Harvest Moon 2 (Nintendo)
Power Puff Girls (Nintendo)
Mario Tennis (Nintendo)
Alfred's Adventure (SC)
Cool Bricks (SC)
Thunderbirds (SC)
Aliens (THQ)
Drac 2 (THQ)
The Simpsons (THQ)



NEW ADVANCES



Last issue we brought you all the information on the Game Boy Advance that you could possibly wish for, but now, in our never-ending quest to bring you the hottest news this side of Trevor McDonald's desk, we've unearthed even more news on Nintendo's handheld.

Read it and weep, sisters!

- The GBA will out-perform the SNES. Pretty impressive.
- As the artist's impressions show, the Game Boy Advance will be a lot wider, with the D-pad being positioned to the left of the screen.
- The GBA will be able to play FMV, but due to the small memory capacity of the cartridges, it's unlikely that this will ever play a big part in GBA games.
- The infra-red link seen on the Game Boy Color will be lost, but the Advance will be able to support two-to-four-player action using a link cable.
- Multi-player gaming is going to be a big part of Nintendo's plan for the GBA.
- The Game Boy Advance will be backwards-compatible. Which means you can play all of your Game Boy and Game Boy Color games on it.

XPLODER EXPLOSION!

COMPETITION

XPLODER^{GB}

WE'VE GOT FIVE BLAZE XPLODER CHEAT CARTRIDGES TO GIVE AWAY.

Blaze's Xplorer cheat cartridges have become the worlds favourite cheating device. And now all you low-down dirty cheats can get your hands on a version for the Game Boy. It's called the Xploder, and sits neatly in the game slot on your Game Boy, where your games plug into it. It comes packed with cheats for all your favourite games, and you can even add your own. The big news, though, is that it has over 1500 Pokémon codes, including one to get Pokémon #151! Anyway, we've got five of these crafty little beggars to give away. How do you win one? Simple; just send the answer to the following question on a postcard (mark it 'Xploder') to the competition address.

Which of these people is a famous Explorer?

- A Scott Of The Arctic
- B Tony Blair
- C Mario
- D Brittany Spears



Check out www.exploder.net for regular new codes



NEXT, NEXT GENERATION

Can you believe this? Nintendo Company Ltd's Director and General Manager, Hiroshi Imanishi, revealed in an interview that Nintendo has already begun working on the handheld unit that will come after the GBA. Apparently, while the GBA was in development, work had already begun on its successor. Now that is some kerazz-ass news right there!



PORTSMOUTH MOLLIE

Portsmouth radio station, Ocean FM, recently aired a Pokémon phone-in where kids could call in and swap Pokémon trading cards on air. One boy called Harvey phoned in and offered to swap his ten-month-old sister, Mollie, for a rare Holofoil Vaporeon card. Harvey did get his card, but swapped it for an Arcanine card instead of his sister.



CRIME PLAYS

Good news for all wannabe Kray kids out there. It seems that, as a reward for good behaviour, inmates at a Young Offenders Institution are being given the opportunity to rent either a Game Boy Color or N64 for only a couple of squids a week. The scheme is meant to encourage all those naughty boys and girls to work and study harder while they reside at Her Majesty's Pleasure. A spokesman for the prison said, "The computer sets are only given out as a reward for very good behaviour. If offender's marks slip, the sets are taken away and the offenders know it". Grand Theft Auto, anyone?

COMPETITION GAMESTER ESSENTIALS (YELLOW)

Summer's here, so what better Game Boy accessory is there than a bright yellow and orange pouch to keep your Game Boy safe on those trips to the beach? The Gamester Yellow Essentials Pack isn't just a Game Boy case, though. You also get a handy yellow mains adapter and a rechargeable power pack (yellow, of course). We reckon this little kit is as funky as they come, so if you wanna bit of mellow yellow, get down to your local game shop now. Or alternatively...

WIN! One of five Gamester Yellow Essential Packs. Okay, we tell you about all this cool gear, so we've got to give you a chance of getting hold of it for free, haven't we? Which is why we've plagued the guys from Gamester to donate five Gamester Yellow Essential packs. How do you win one? As if you don't know by now - answer the following question on a postcard and send it to the competition address. Easy eh?



What colour is Pikachu?

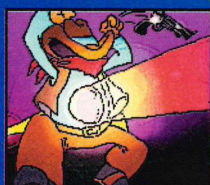
- A Red
- B Yellow
- C Pink
- D Green





A SNEAKY PEEK AT THE GAMES CURRENTLY SIMMERING IN THE PRODUCTION POT...

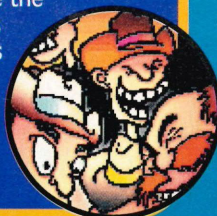
WHAT'S COOKIN'!



TYRANNOSAURUS TEX

Out Around August
Who Eidos

Every once in a while, a Game comes along that rewrites the rulebook. Take Mario on the NES, take F-Zero on the Super Nintendo, take GoldenEye on the N64 and Metal Gear Solid on the PlayStation – all games that revolutionised the videogaming world. There's a new name to add to this list now; Tyrannosaurus Tex. Tyrannosaurus Tex is the first real 'first-person shooter' for the Game Boy, and the first Game Boy game to offer the joys of a multiplayer Deathmatch via link-up cable too. Put simply, Tyrannosaurus Tex is going to be the Game Boy game of the year. We can tell you this even before we get our hands on the thing, 'cos it's just looking so damned cool. We've been waiting for something like this on the Game Boy for a hell of a long time now, but Tyrannosaurus Tex is just around the corner. Look out for our full review in the coming months.

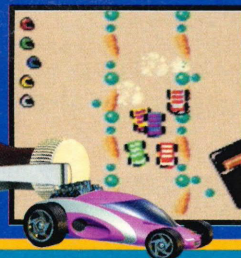


MICRO MACHINES

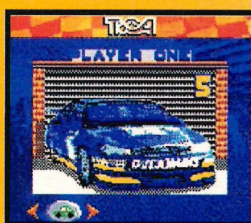
Out Around August
Who THQ



Featuring the world-famous Micro Machines, V3 sees you hairing around 48 (count 'em) miniature courses in a hilarious high-speed fun racer. This has been big on the PlayStation for years but it's now being made even smaller and coming to the Game Boy Color. Micro Machines V3 is about the most fun you can have in a game. Okay, so it may not be a racing sim, but who cares when every race produces more hysteries than a laughing hyena could produce in a lifetime? You're not just limited to racing either, as every level is jam-packed with weapons and power-ups which include a huge hammer (!?), mines and a force-field. The Game Boy version has 32 cars to collect and drive as you progress, but sadly, a multiplayer infra-red option doesn't look likely. Which is a shame. Still, look out for Micro Machines V3; it really is gonna be the nuts.



TOCA TOURING CAR



Out Around August
Who THQ

Codemasters is responsible for more great games than any other publisher in the world, and its TOCA series is one

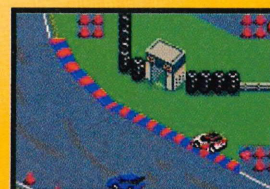
of the most admired racing series on the PSX. With nine tracks and a selection of some of the coolest racing cars to ever grace the Game Boy (check out the Audi A4, Nissan Primera and Renault

Laguna), Codemasters look set to rock the Game Boy Color too. With a promise of real-life pack racing, where contact is a must not an option, the action in TOCA Touring Car is going to be of the in-er-face variety. You get to race in a full championship as well as single races and time trials on some infamous courses such as Silverstone, Donnington and Knockhill. All of the tracks in the game are going to be accurate representations, so if you're a fan of the sport (and you should be), this is the game for you.



Look out for a full review soon on what could be the best Game Boy Color racing game ever.

TOURING CAR championship



WALT DISNEY WORLD QUEST

Out Around August

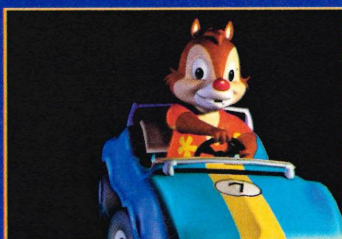
Who Eidos

MAGICAL RACING TOUR

Here's a story for ya. Chip 'n' Dale find the Walt Disney park fireworks machine and

accidentally drop some acorns into it. The ensuing explosion scatters parts of the machine all over the Walt Disney Resort. The answer? Race around the park with a collection of Disney favourites to get all the pieces back, so those fantastic Disney firework shows can continue. Anyway, stories aside, this cart-racing game looks like it could be a whole load of fun as you race around world-famous Disney parks and rides such as Space Mountain, the test track at the

Epcot Centre and the Rock & Roller rollercoaster. You can race as well known Disney faves as well as ten brand new Disney characters, and you get to drive a rocket, snowmobile, pirate ship and something called a 'Doom' buggy. Sounds cool. More news as soon as we get it.



RUGRATS: TOTALLY ANGELICA

Out Around August

Who THQ



Those tearaway toddlers the Rugrats have become firm favourites on the Game Boy, and there's a whole new game on its way. As the title suggests, this one stars the ever-cute Angelica. Her quest? To star in her very own fashion show. This means you have to make your way through various levels in order to collect a range of clothes, shoes and accessories. Once you have as many items as you need, you can then enter a fashion show where Angelica is judged on her hair, clothes, make-up and accessories. This one is just for girls, mind you, so if you're into big guns and fast cars, best leave this girly game alone.

MAT HOFFMAN'S PRO BMX RIDERS

Out Around November

Who Activision

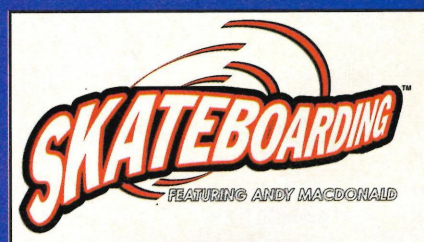


BMX boys have a lot of fun. Or so the saying goes. Matt Hoffman's Pro BMX is currently in development for Game Boy Color, and it looks like it's gonna be a hot one. You can pull off a range of gnarly moves on your two-wheeler whilst playing as either Matt Hoffman or seven other BMX Heroes including Mike Escamilla, Joe Kowalski, Dennis McCoy, Kevin Robinson and Simon Tabron. Now, if you're not into the whole BMX thing, those names will mean nothing to you, but don't worry, 'cos this gnarly little number is gonna rip your Game Boy up whether BMX is your thang or not.

MTV SPORTS: SKATEBOARDING

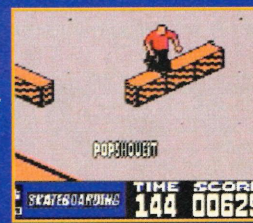
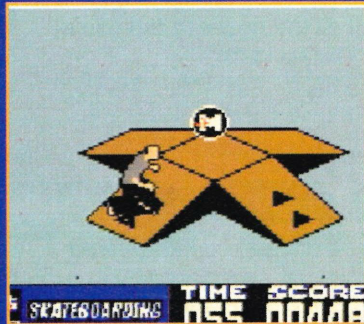
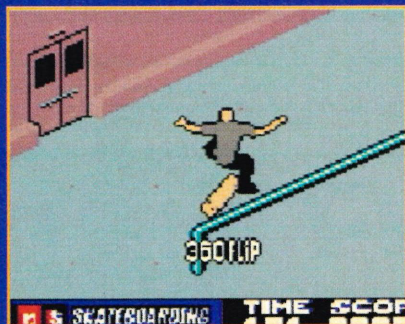
Out Around September

Who THQ



Following a disappointing Tony Hawk's Skateboarding on Game Boy Color, THQ's MTV Sports label is hoping to claim the crown of best boarding game around. And from what we've seen, it looks as though it might stand a chance. MTV Sports: Skateboarding takes a different approach from the straight-up racing of Tony Hawk's.

The idea is that you take control of one of 12 skaters and follow a rock band around, doing tricks and scoring points in order to get tickets for the shows. The game takes a cool 3D approach which is instantly better than the poor graphics on its rival, and you get to ride and wear boards and clothes from skating's top brands. If that's your thang. Anyway, we'll see whether MTV Sports: Skateboarding can make Tony Hawk wipe out when we review it in a couple of months.



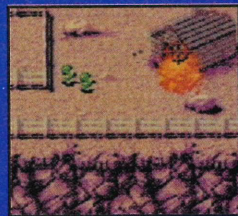


CANNON FODDER

Out Around August
Who Codemasters



And here we have one of the all time classics. When it was originally released on the Amiga and Atari ST years ago, Cannon Fodder sold over 600,000 copies. And it looks set to do the business on Game Boy Color too. Especially as it's going to be an exact replica, but with extras. The basic idea is that you take control of a troop of commandos in a mission-based top-down scenario. This leads to all sorts of explosive action, but the thing that made Cannon Fodder so popular in the first place was that fact that it had a good dose of strategy involved. You can't just steam in and blow everything to smithereens. You've got to think about what's going on, as well as have an itchy trigger finger. Sounds good? You bet.



TONY HAWK'S SKATEBOARDING 2

The first game kicked serious butt on the PlayStation and Dreamcast, but we weren't exactly impressed with it on our beloved Game Boy. Hopefully, then, Activision will see to it that Tony Hawk's Skateboarding 2 isn't just another run-of-the-mill racing game. Details are a bit thin at the moment, but we can tell you the PSX version comes complete with a skate park editor, so let's hope Activision is going to do something similar for the Game Boy Color release. After all, if they don't improve on the original with Tony Hawk's 2, the Game Boy versions are going to be the black sheep of this cool skateboarding family. And we wouldn't want that, would we?

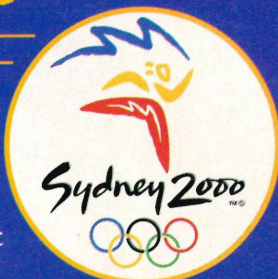


Out Around August
Who THQ

SYDNEY 2000

Out Around August
Who Eidos

After crashing hopelessly out of Euro 2000, we've got nothing to look forward to sports-wise now for another two years, except for the Millennium Olympics, of course. And not surprisingly, the Game Boy is to get a game based on the athletics event of the century. Events included on this button-bashing fest are 100m Sprint, 110m Hurdles, Hammer, Javelin, Triple Jump, High Jump, 100m Freestyle Swimming, Olympic Sprint Cycling, Skeet Shooting, Power Lifting, Diving and Kayaking. Phew! Expect sore fingers this August when Sydney 2000 is released to coincide with the event itself.



MTV SPORTS: TJ LAVIN'S ULTIMATE BMX

Out Around November
Who THQ



TJ Lavin is one of the world's most famous BMX riders. We've never heard of him, but from what we've seen of his MTV Sports game, this makes no difference. You take charge of one of six top riders in an attempt to become champion in dirt, vert and street. Now let's put that in plain terms; dirt is racing on dirt tracks, vert is doing tricks on a huge half-pipe ramp and street is performing tricks on specially-designed street arenas. TJ Lavin's Ultimate BMX offers six different riding environments, a ton of slick tricks such as Indy Air, 720's and Grins, plus it even comes with a soundtrack based on cool and happenin' music, so they say. Which will be a first for Game Boy. Let's hope they can pull it off.

EMAG

WHERE THE E STANDS FOR EVERYTHING...

REACH FOR THE SKY (BALL)

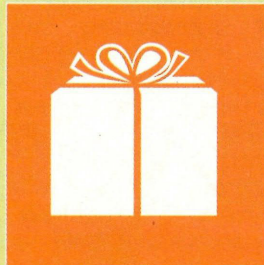
Trying to replace the yo-yo as the activity toy of choice is always gonna be hard, but this new Skyball might just do it. It's based on the old paddle-and-ball game that kids used to play, but the all-new funky bat certainly brings it right into the next millennium. It's a simple case of batting a small ball attached to the bat by elastic. The idea is to keep it going and, much like a yo-yo, there are plenty of different tricks you can do with it to impress your mates. The length of elastic can easily be changed to make things harder or easier, and the bat looks cooler than a Solero, so if yo-yo's a no-no this year, why not give Skyball a try? Next month, a broken branch and a plastic hoop. Probably.



YOU CHICKEN!

From the people who brought you Wallace & Gromit comes what could quite possibly be one of this Summer's biggest animated movies. Chicken Run follows the adventures of four chickens trying to escape the farm before they become the main ingredients for a poultry pye. After several failed attempts to leg it, a new chicken arrives on the block, an American named Rocky, and this is when things really start to hot up. This film is gonna be big - it's in the cinemas now.

To coincide with the release of Chicken Run, Toy Options are releasing a set of figures based on the cool movie. There's seven in total, including a deluxe Rocky Room Guard. All figures come with funky accessories and have a 'Clay-Mation' feel, and the Rocky Room Guard even talks! The figures are in the shops now, priced £7.99 for the normal figures and £29.99 for the Rocky Room Guard. Now for the answer to which came first, the chicken or the egg? - (snip - Ed).



win!

BATMAN OF THE FUTURE VIDEOS AND COMIC BOOKS

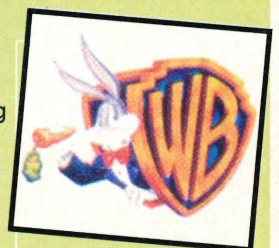
We've got three copies of Warner Home Video's Batman Of The Future: SpellBound, three Batman Of The Future: School Dayz and three special Batman Of The Future comic books courtesy of Titan to give away. Three winners each get one each of the above. So what do you have to do to get your hands on all these cool Batman goodies? Why, simple; pop the answer to the following question on a postcard, and send it to the competition address. Mark your postcard 'Batman Competition'.

Q. What was the original Batman's sidekick called?

- A, Bobbin
- B, Robin
- C, Dobbin
- D, Dave

Batman Competition
Game
Quay Magazine Publishing
22 Strand Street
Poole
Dorset
BH15 1SB

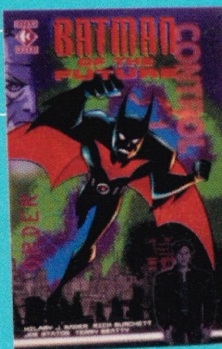
Closing date: 02/08/00



BATMAN OF THE FUTURE

It's taken America by storm and now the all new Batman is set to become the UK's toughest super-hero. The animated Batman Of The Future series, from Warner Home Video, is set in the year 2039. The original Batman has traded his tights in for a Zimmer Frame, but with a new evil spreading throughout Gotham City, another bat-caped crusader is needed. Enter Terry McGinnis, schoolkid by day, Batman by night.

Two new action-packed videos are due for release on 24th July, both containing four episodes of this high-octane animated adventure. SpellBound and School Dayz retail for £9.99 each (a tenner well spent), or if you buy both of them together before 20th August, it only costs ya £15 (15 quid even better spent).



THE GERMAN CONNECTION

Barbi Schiller Interview • English

Recently our German sister magazine had the good fortune to bump into Barbi Schiller. Barbi Who? Actually, she's a newly-discovered singer who has just published the Single Misty's Song, and features on the official CD accompanying the hit Pokémon cartoon series.

She says she plays Pokémon Red, but isn't very good at it. When asked about her favorite Pokémon, she replied her absolute favorite was Pikachu. He accompanies her everywhere, and has his firm place on top of her microphone. She also did voice-overs for Pokémon: The First Movie, and translates the English Poké Tunes into German. Not just a (very) pretty face, then.



GO TO WORK ON BUFFY

Let's face it – Sarah Michelle Gellar is drop-dead gorgeous, but she can't act. She's more plastic than Michael Jackson and cheesier than a Dairy Lea factory. Still, no one watches Buffy the Vampire Slayer for the acting, do they? If you're waiting for the forthcoming Fox Interactive (PSX) Buffy the Vampire Slayer game and can't wait to (ahem) play with Gellar, check out these Buffy action figures. The fully-poseable figurines feature Buffy herself (of course), wielding her fearsome crossbow, as well as Willow, replete with spell book, knife and lap-top, the dark, sword-carrying Angel and the evil Master, standing next to two elaborate candelabras. Buffy the Vampire Slayer action figures cost £9.99 each, and are available from most specialist sci-fi stores or on-line at: www.internetgiftstore.com.



POKEMON LIGHT TECH BATTLE ARENA

This gnarly little game pits Pikachu and Meowth against each other in an electronic battle of epic proportions. You can play as either of the characters and take on either a mate or a computer controlled opponent. We prefer playing other people 'cos it's far more satisfying zapping a mate with the cool special Light-Tech lightning effects on offer. There's some cool sound effects and the joysticks are little sculpted Pichus and Meowths that actually detach from the unit. Which is a bonus.



POKEDEX ORGANISER

Now this is one handy little device. As well as being a jam-packed personal organiser with the usual calculator, memo, telephone number storage and diary functions, it also comes brimming with Pokémon info. In fact, it's got all the information you'll ever need on all 151 Pokémon. Everything from strengths, weaknesses, skills and personalities can be accessed on the LED screen, and there's even animations of each Pokémon to watch. If you're into the trading card game, or just love Pokémon, you really can't be without this.



MILKY BAR CHOO

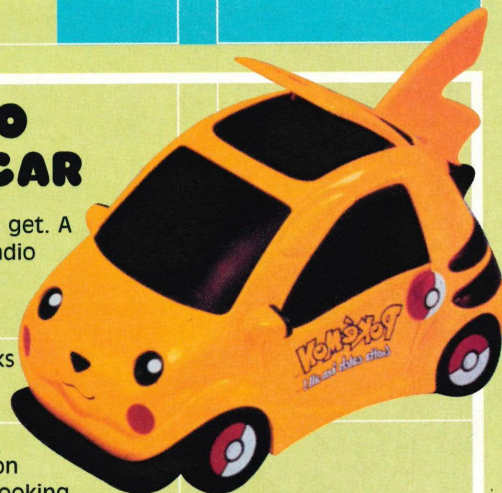
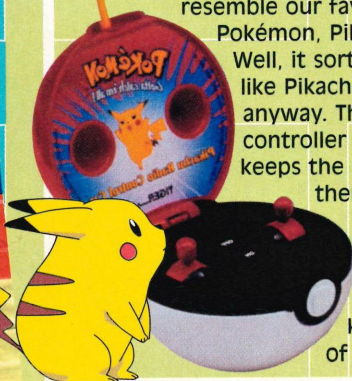
This month we go down the chocolate road labelled 'cheap', on the map. Still, doesn't mean that the quality is any less 'cos this Milkybar Choo is tastier than Cameron Diaz and Naomi Campbell put together. It's basically a cross between a Milky Bar and a Fudge (you know, 'Finger 'a Fudge is just enough...'). And at a measley twenty pee you can't go wrong with all that lovely white chocolate and white fudge to shove down yer gob. Go grab yourself a Milkybar Choo, it may rhyme with poo, but it doesn't taste like it.



PIKACHU RADIO CONTROLLED CAR

This is about as cool as you can get. A nippy little battery-powered radio controlled car, shaped to resemble our favourite Pokémon, Pikachu. Well, it sort of looks like Pikachu anyway. The controller even keeps the Pokémon theme by looking

like a Poké Ball. This is the sort of thing to annoy your family with by tearing it around the house and bumping into their legs. Still it's a lot of fun, even if your mum does confiscate it after you've knocked a bowl of gravy out of her hands because of your Pokémon's reckless driving.



GAMES ANONYMOUS

ANY CONSOLE, ANY GAME...

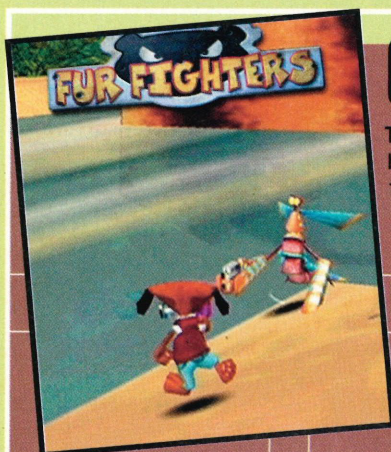
COLIN McRAE RALLY 2.0

Is this the greatest driver ever? The physics are as realistic as you like, the action fast and furious and the graphics rock! Driving over mud and dust is totally different to motoring on hard tarmac, so you have to learn to take corners all over again, sliding into the bends and powering out of them. There's a huge number of game modes too, including an arcade game where you race other drivers instead of competing against the clock. All in all, this is damned-near

EPOWER VERDICT

Buy this game. It's absolutely fantastic! You couldn't wish for a better drive...

perfection. The Codies have done it again and produced one of the best racers of all time.



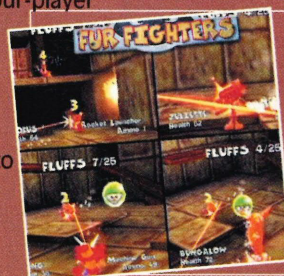
FUR FIGHTERS

They may look as cute as your next-door neighbour's fluffy bunnies, but these boys and girls are packing some serious fire-power and a thirst for fur! Basically, Fur Fighters is a huge action/adventure game where all six crazy characters have special abilities needed to get through the game. With huge, colourful graphics and a multitude of multiplayer games to keep you gaming well into the wee small hours, Fur Fighters comes pretty highly recommended. Best of all the modes, though, has to be the four-player

Deathmatch. With some really imaginative weapons and options, it really adds months onto the life of the game. With 16 levels, the single-player mode is still a great challenge, though some of the levels do get a bit samey and it's easy to wander around for ages looking for the way out – but in what adventure game do you not do that?!

EPOWER VERDICT

Forget Tomb Raider, get Furry!



ALUNDRA 2

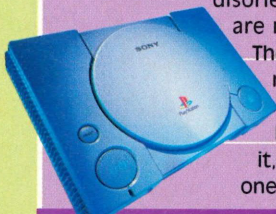
Alundra 2 is a well designed game, but it's not well balanced or executed. The levels show good promise and range from the small and linear to the fairly large and disorientating. Although the animation could have been better, graphics are nicely drawn and colourful.

The dialogue skips between text and spoken, and the background music is annoying. The game feels like a think-tank of ideas, with none of them properly executed.

In all, the game's got a lot going for it, but it just isn't polished enough one of the greats.

EPOWER VERDICT

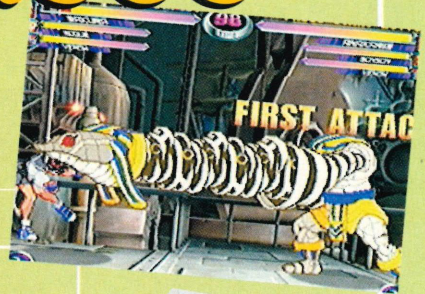
Definitely not Zelda on the PSX, which is what it aspires to be, but still a fine game. If only the design was more consistent...





MARVEL VERSUS CAPCOM 2

Capcom certainly know how to make a rocking beat-'em-up, and Marvel Versus Capcom 2 is no exception. Yep, Capcom might have gone astray with the slightly-pants (and completely bonkers) Jo-Jo's Bizarre Adventure, but they're right up to their old tricks again here. With over 50 – yes, 50 – characters from the crazy worlds of Marvel and Capcom at your disposal, you know you're in for a treat. Though the control system has seen a few tweaks and changes (a good thing – the Dreamcast Pad is poo for fighting), the biggest change you find in this sequel is the real emphasis on team battle. Special moves have gone bonkers this time too, with a simple button press leading to complete on-screen devastation more often than not. With millions of modes and options to keep you coming back, there's no doubt that Marvel Versus Capcom is the best 2D beat-'em-up on the Dreamcast. yipee!

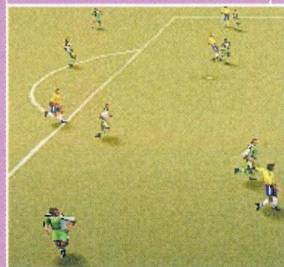
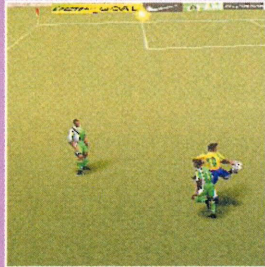
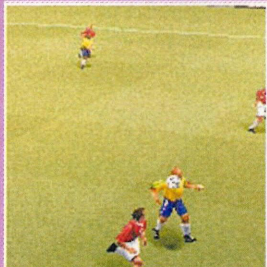
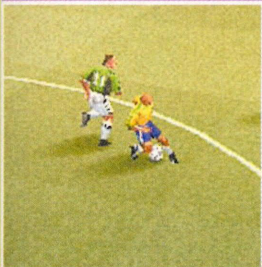


EPOWER VERDICT

So addictive it should carry a health warning!.

RONALDO V-FOOTBALL

This isn't as good as ISS Pro Evolution, but then again, what is? Ronaldo is a good game in its own right, with fluid passing, keen through-balls and interesting tactics. Unfortunately, a few major flaws keep it from greatness. The shooting is even more hit and miss than that dopey England performance in Euro 2000, with balls belted in from long range almost impossible to control. The goalkeepers catch far too much, which is probably deliberate to disguise your players' inability to get on the end of rebounds, and there's no practice option included. Bizarre!

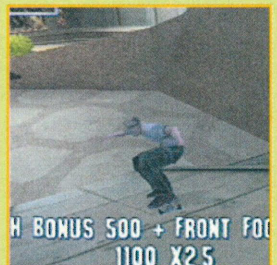
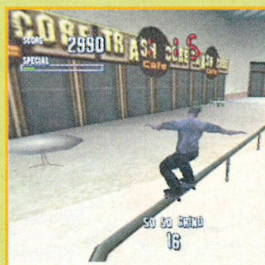
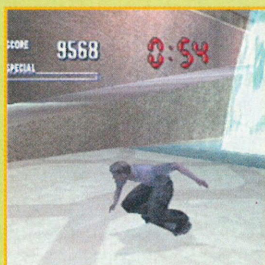
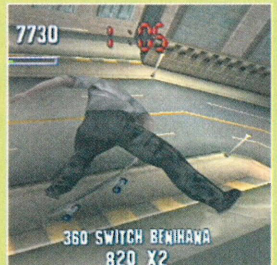


EPOWER VERDICT

Not a bad kick-around, but not one of the all-time greats. Unlike Ronaldo himself, of course...

TONY HAWK'S SKATEBOARDING

It's alright people, the Game Boy version might well have been utter, utter Y-fronts, but the Dreamcast version is here to save the day! It is far-and-away the best version of the game, even though it's practically identical to the original PSX version as far as gameplay is concerned. The challenge is immense, and there's countless skate parks to rip up. Graphically Tony's never looked so good, with clear, crisp backgrounds and animation to die for. If it's tricks you're into, then look no further, 'cos Tony Hawk's has got the lot. Even if you're a novice to the genre, you'll be getting the greatest fat air thanks to the easy controls and excellent handling. There are a whole host of brilliant one-player and multiplayer modes at your disposal, so don't expect it to be collecting dust for a good few months...



EPOWER VERDICT

'Nuff respek to da man Tony!



FOR ALL YOUR GAME BOY CHEATING NEEDS

GAME SNEAKERS

RAYMAN

99 Lives

Pause the game and press A, →, B, ↑, A, ←, B, ↓, A, →, B, ↑, A, ←, B

Full Energy

Pause the game and press B,

→, A, ↑, B, ←, A, ↓, B, →

World Map

Pause the game and press A, ←,

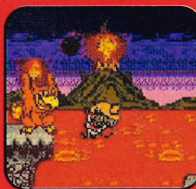
A, ←, A, B, →, B, ↑, B, A, ←, A, ↓, A



BILLY BOB'S HUNTIN' N FISHIN'

How To Catch Fish

Begin to reel in your fishing line and start to tap B. You soon get a bite, so hook it and begin reeling in your catch.



SPEEDY GONZALES

Level	Password
Mexico	500999
Forest	343003
Desert	830637
Country	812171
Island	522472



METAL GEAR SOLID

Unlock Sound Menu

Once you've completed the VR training missions with a ranking of 100%, go to the options screen and you'll find the sound menu is now unlocked. Now you can play all the game sounds and music.

Special Stage Select

Complete the game on a difficulty setting of Easy or greater to unlock the special stage select. You can now play the game on any level with brand new mission objectives.

Reveal Storyline

By completing the new mission objectives in the Special Stage select, you can obtain NO.4 to reveal more of the storyline.

Equipping Rations

If you keep rations equipped, Snake will use them automatically when needed. This is most handy when fighting a Boss, or when there's a possibility of being hit by a powerful attack.



AZURE DREAMS

Catching Rare Monsters

If you're having trouble catching rare monsters like Souvenirs and Guardians, simply find yourself an Ovaseed and throw it at the monster you want to catch.

Obtaining a Kid Egg

Defeat three special Souvenirs to get the three bells. Take these to the old man, then go on a request and return. When you find the old man, he'll very kindly give you a Kid Egg.

How To Get The Dragon Kings

First, get a Kid to the Dragon stage or catch a Dragon in the basement floors. Next, catch yourself a Bomber and evolve it into a Daedalus (they change into the upper forms at Level 10). Fuse these together to get a Blith. Now, get a Daedalus and a Vevil (you find one around the 90th basement floor). Fuse them to get Yankash. The other Dragon King is obtained in the same way, but instead, use a Glacier to fuse with the Daedalus or Vevil.





FOR ALL YOUR GAME BOY CHEATING NEEDS

Xploder Xplosion

XPLODER

BLAZE

XPLODER
CODE LINE
THE LATEST XPLODER CHEAT CODES
0900 7779757
UNLESS OTHERWISE STATED, ALL CODES ARE FOR THE GAME BOY ADVANCE ONLY.

Want infinite lives? No problem. Need some extra time? You got it. Can't find your favourite Pokémon? Easy as pie? The new Xploder cartridge is one of the best Game Boy bits of kit we've come across. It allows you to actually break into games and cheat at nearly every part of it. These things are gonna change the way you play, and we're right behind it all of the way. Check out this month's Game Hotline for a chance to win one of five Xploders we've got to gove away, or have a look at the bottom of this page for a chance to win a whole box of goodies including an Xploder. But for now, on with the cheating...



METAL GEAR GHOST BABEL

Inf Health

OD399AA2

Inf O2

OD4CFCA2

No Alert Mode (Note)

OD219A04

Play Time 00:00:00

OD21B004

OD21F904

Never found

OD21AB04

No enemies killed

OD21FE04

Have 5-7 Pistol

OD22ABA2

Inf 5-7 Ammo

OD2080A2

Have R-5 Assault Rifle

OD23FEA2

Inf R-5 Ammo

OD9038A2

Have Nikita Rocket Launcher

OD2466A2

Inf Nikita Ammo

OD9025A2

Have Handgrenade

OD25DAA2

Inf Handgrenades

OD90C0A2

Have Stungrenade

OD268FA2

Inf Stungrenades

OD90F7A2

Have Chaff Grenade

OD27B0A2

Inf Chaff Grenades

OD90F9A2

Have Landmine

OD2856A2

Inf Landmines

OD9068A2

Have C4

OD2953A2

Inf C4

OD90F1A2



Have Banana

OD2B53A2

Inf Bananas

OD90F1A2

OD30BF2A

BUGS BUNNY: CRAZY CASTLE 4

Max Keys

OD2919DD

Invincible

OD241CDD

Inf Tries

OD2458DD

BIONIC COMMANDO

Invincible

OD2472E0

Inf Lives

OD2B33E0

BATTLE TANX

Invincible

OD51B464

Infinite Tanx

OD240229

Infinite

Rockets (after

PickUp)

OD2AB164



ARMY MEN

Inf Health

OD845F00

Have Rocket Launcher

Slot 1

OD237DD8

Have Grenades Slot 1

OD267DD8

Have Mines Slot 2

OD27D4D8

Have Mine Sweeper Slot 2

OD28D4D8

Have Mortar Slot 3

OD2974D8

Have Flame Thrower Slot 3

OD2B74D8

ASTERIX - SEARCH FOR DOGMATIX

Inf Health (Story Mode)

OD413C96

Inf Time (Shield Game)

OD41FBED

BOMBERMAN MAX BLUE CHAMPION

Inf Lives

OD2BF7EF

Inf Time

OD1058D8

Max Damage

OD2ADAEF

BOMBERMAN MAX RED

CHALLENGER

Inf Lives

OD2BF7EF

Inf Time

OD1058D8

Max Damage

OD2ADAEF

MARBLE MADNESS

Infinite Time

OD27E835

OD21BF35

Note : Enemies won't move, but can't be killed.

NBA IN THE ZONE 2000

Home Team Never Scores

OD21FC81

OD21E581

OD21E681

Home Team

Starts With

99 Points

OD2AFC81

OD2AE581

Away Team Never Scores

OD21A681

OD21A981

OD215281

Away Team Starts With 99 Points

OD2AA681

OD2AA981

Home Team Max Power

Bar

OD41EE81

Home Team No Power Bar

OD21EE81

Away Team Max Power

Bar

OD412881

Away Team No Power Bar

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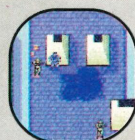


WIN! BLAZE GAME BOY STUFF

The chaps at Blaze (the people behind Xploder) are so excited about the launch of Xploder (as are we) they've decided to donate a whole box of Game Boy goodies every issue. So that means one lucky reader gets delivered to their door, an Xploder, FlexiLight, Light Magnifier, AC Adaptor & Rechargeable Battery Pack, System Link Cable and a Standalone AC Adaptor. So how do you win? Simple; answer the following question and send a postcard to the competition address (see game hotline).

Q. BLAZE MAKE A SYSTEM LINK CABLE. WHAT OTHER WAY DOES A GAME BOY SEND AND RECEIVE INFORMATION?

A. Infra White B. Infra Black C. Infra Red D. Infra Pink



The Poké Files

Welcome to the Poké Files, a place where budding Pokémon trainers can access all the information they need for every Pokémon ever. Each month we cover 12 different Pokémon in a handy cut-out-and-keep style which, once you're finished, can go on your wall as cool and useful posters. The Poké Files kick off with Bulbasaur...



#001 **Bulbasaur**

Type: Grass/Poison
Height: 2'4
Weight: 15 lbs
Evolution: Bulbasaur →
Ivysaur (Level 16) →
Venusaur (Level 32)

CARDS

Trading Cards
Base Set: Common
Base Set 2: Common
Jungle: Not Seen
Fossil: Not Seen
Team Rocket: Not seen



LOCATION: PROFESSOR OAK'S LAB AT THE BEGINNING

POKÉDEX: A seed was planted on its back which grows with it.

Bulbasaur is a combination Pokémon in that it is both Grass and Poison. The Grass leanings mean it has a big leaf on its back. Bulbasaur is first seen in the cartoon series in Episode 10, Bulbasaur and The Hidden Village. Here, another Pokémon trainer helps Ash and Pikachu fight off Team Rocket and in return, Ash gets to challenge the trainer's Bulbasaur.

INFO



#002 **Venusaur**

Type: Grass/Poison
Height: 23'3
Weight: 29 lbs
Evolution: Bulbasaur →
Ivysaur (Level 16) →
Venusaur (Level 32)



Trading Cards
Base Set: Uncommon
Base Set 2: Scarce
Jungle: Not Seen
Fossil: Not Seen
Team Rocket: Not Seen

CARDS

POKÉDEX: As the bulb on its back is growing, it loses the ability to stand on its hind legs.

Now as well as a Grass attack (Vine Whip), this Pokémon has double power with a Poison attack (Poisonpowder). Watch out for Fire Pokémon, though, as they're Ivysaur's biggest weakness.

INFO



#003 **Ivysaur**

Type: Grass/Poison
Height: 6' 7
Weight: 221lbs
Evolution: Bulbasaur →
Ivysaur (Level 16) →
Venusaur (Level 32)

POKÉDEX: Pokédex: The plant on its back needs sunlight to grow, causing it to keep moving and looking for the sun.

The combination of Grass and Poison makes it hard to work out how these babies will perform in a fight situation, but as all-round useful Pokémon, they're the best around. They're biggest problem, though, is they're always searching for sunlight in order to keep the plant on their backs happy.

INFO

CARDS

Trading Cards
Base Set: Rare Holographic
Base Set 2: Rare Holographic
Jungle: Not Seen
Fossil: Not Seen
Team Rocket: Not Seen



Info

LOCATION: PROFESSOR OAK'S LAB AT THE BEGINNING

POKÉDEX: Prefers hot places. When it rains, steam is said to spout from the tip of its tail.

Charmander's are tough little Pokémon but you need to get yourself some experience before you can handle them properly. Charmander first appears in Episode 11 of the cartoon where Ash and co. rescue him from some Spearow, and then need rescuing by Charmander at the end of the episode.

Cards

Trading Cards

Base Set: Common

Base Set 2: Common

Jungle: Not Seen

Fossil: Not Seen

Team Rocket: Common



#004 Charmander

Type: Fire

Height: 2'0

Weight: 19 lbs

Evolution: Charmander

→ Charmeleon (Level 16)

→ Charizard (Level 36)



Info

POKÉDEX: When it moves its burning tail it can raise the ambient temperature to unbearable levels.

Charmeleon, being the natural evolution of Charmander, is again a great fighter. His burning tail is good against Ice Pokémon, although Water Pokémon can deck him out well easy. Still, this guy is one tough cookie.

Cards

Trading Cards

Base Set: Rare Holographic

Base Set 2: Rare Holographic

Jungle: Not Seen

Fossil: Not Seen

Team Rocket: Not Seen



#005 Charmeleon

Type: Fire

Height: 5'7

Weight: 200 lbs

Evolution: Charmander →

Charmeleon (Level 16) →

Charizard (Level 36)



Info

POKÉDEX: It is said to spew fire hot enough to melt rocks. Can inadvertently cause forest fires.

The Charizard is a full on Dragon-style Pokémon, and is one hell of a fighting machine. His Fire Spin attack does a massive 100 points of damage, the only problem being that it's very hard to get a Charizard as they only come in very rare holographic form in the trading card game. A Dark version of Charizard also appears in the Team Rocket pack.

Cards

Trading Cards

Base Set: Rare Holographic

Base Set 2: Rare Holographic

Jungle: Not Seen

Fossil: Not Seen

Team Rocket: Rare

Holographic/Scarce (Dark)



#006 Charizard

Type: Fire

Height: 5'7

Weight: 200 lbs

Evolution: Charmander →

Charmeleon (Level 16) →

Charizard (Level 36)



The Poké Files

LOCATION: PROFESSOR OAK'S LAB AT THE BEGINNING

POKÉDEX: After its birth, its back swells and hardens. Squirts foam from its mouth.

The Squirtles start off as nasty little Pokémon who help Team Rocket capture Pikachu in Episode 12 of the cartoon. After a battle, though, Ash rescues a Squirtle. At this level, Squirtle aren't very good in combat, although they do evolve into formidable tough nuts who should have any Pokémon trainer quaking in their boots.



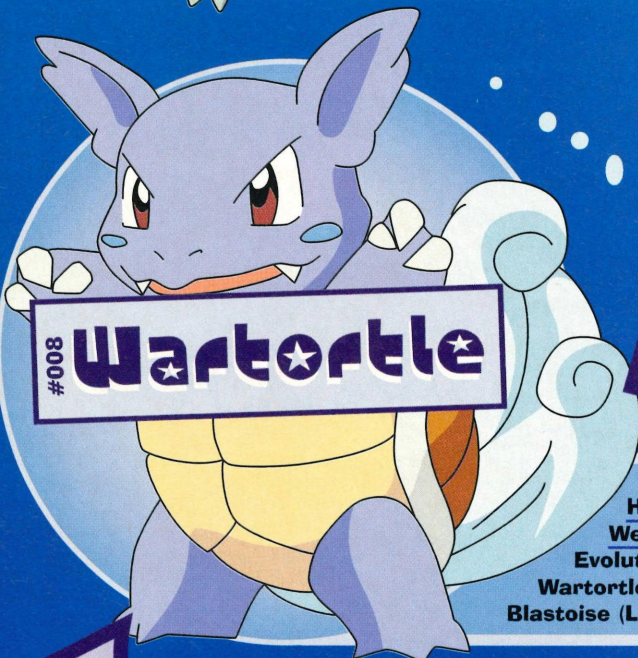
Type: Water
Height: 1'8
Weight: 20 lbs
Evolution: Squirtle →
Wartortle (Level 16) →
Blastoise (Level 36)



Trading Cards
Base Set: Common
Base Set 2: Common
Jungle: Not Seen
Fossil: Not Seen
Team Rocket: Common

INFO

CARDS



Type: Water
Height: 3' 3
Weight: 50 lbs
Evolution: Squirtle →
Wartortle (Level 16) →
Blastoise (Level 36)

POKÉDEX: Often hides in water to surprise its prey.

When it swims fast, it keeps its balance with the aid of its ears. Wartortle are simply better Squirtle. They're more confident in the water due to their huge ears that help them move, and they have quite a strong Bite attack which the Squirtle lacks.



Trading Cards
Base Set: Scarce
Base Set 2: Scarce
Jungle: Not Seen
Fossil: Not Seen
Team Rocket: Scarce (Dark)

INFO

CARDS



Type: Water
Height: 5' 3
Weight: 189 lbs
Evolution: Squirtle →
Wartortle (Level 16) →
Blastoise (Level 36)

POKÉDEX: A brutal Pokémon carrying water jets on its shell, which it uses during high-speed attacks.

Under their evolved hard shell (which is great for protection), they have two powerful water cannons that can do 40+ damage to most other Pokémon. It's actually possible for the Blastoise to fire off hundreds of gallons of water a minute, fact fans.



Trading Cards
Base Set: Rare Holographic
Base Set 2: Rare Holographic
Jungle: Not Seen
Fossil: Not Seen
Team Rocket: Rare Holographic/Scarce (Dark)

INFO

CARDS

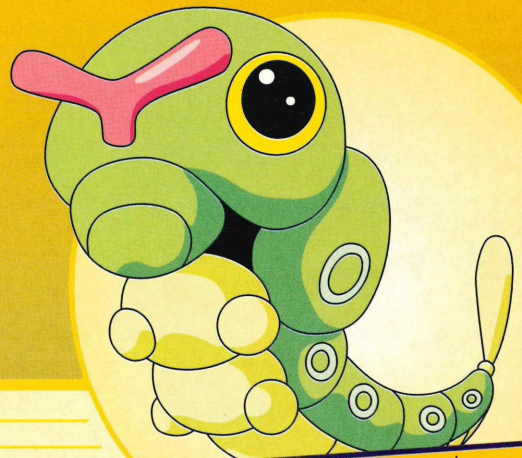
The Poké Files

INFO

LOCATION: VIRIDIAN FOREST

POKÉDEX: Its feet have little suction cups, helping it to climb tirelessly.

The Cute little Caterpie are rare in the red version of the Game Boy game, so keep an eye out for them. In the cartoon (Episode 2, Ash Catches a Pokémon), a Caterpie is the first Pokémon that Ash manages to capture. He's not incredibly powerful, but in a desperate battle against Team Rocket, Caterpie saves Pikachu by encasing the enemy in a special web.



#010 **Caterpie**

Type: Bug

Height: 1' 0

Weight: 6 lbs

Evolution: Caterpie →

Metapod (Level 7) →

Butterfree (Level 10)

Trading Cards

Base Set: Common

Base Set 2: Common

Jungle: Not Seen

Fossil: Not Seen

Team Rocket: Not Seen

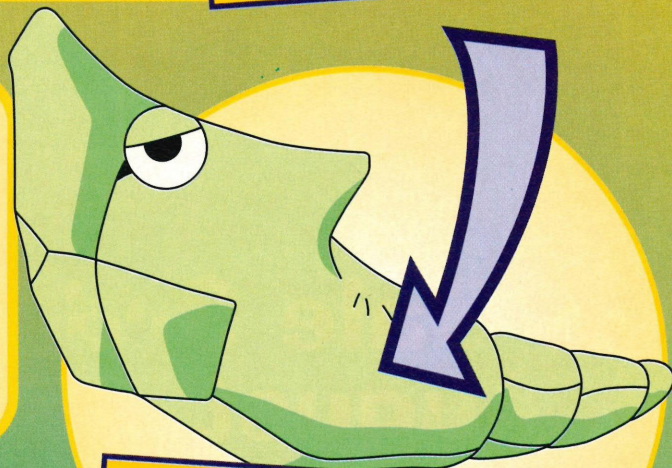


INFO

LOCATION: VIRIDIAN FOREST

POKÉDEX: This Pokémon is vulnerable to attack while its shell is soft, exposing its weak and tender body.

Metapod don't stay around for long as they evolve into Butterfree at Level 10. Metapod appears in Episodes 3 and 4 of the cartoon. In Episode 3 Caterpie turns into Metapod just after the battle, and in Episode 4, where it gets kidnapped by some Beedrill whilst in the middle of a battle. When Ash finds Metapod, a battle starts and Metapod saves Ash, but in the process his shell is broken.



#011 **Metapod**

Type: Bug

Height: 2' 4

Weight: 22 lbs

Evolution: Caterpie → Metapod

(Level 7) → Butterfree (Level 10)

Trading Cards

Base Set: Common

Base Set 2: Common

Jungle: Not Seen

Fossil: Not Seen

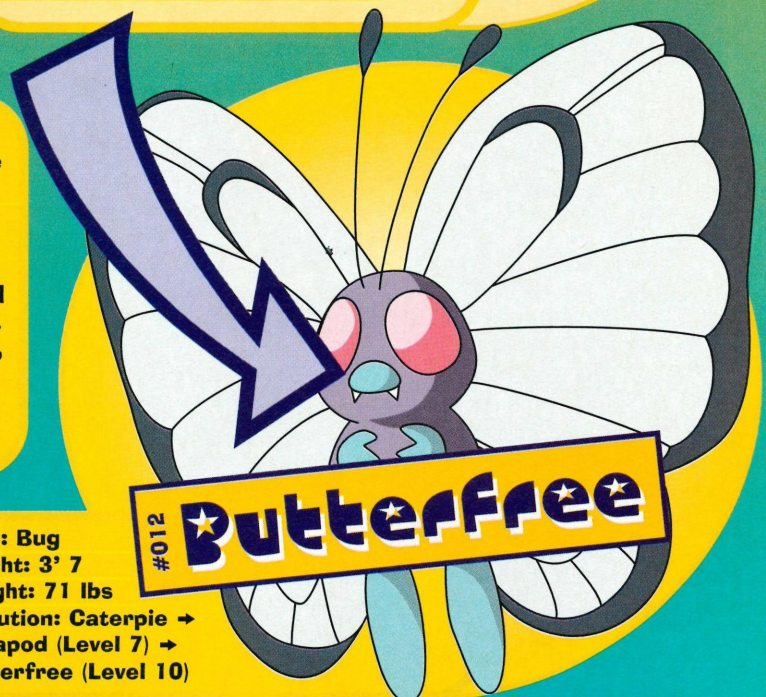
Team Rocket: Not Seen



INFO

POKÉDEX: During fights it flaps its wings at high speed and blows highly toxic dust into the air.

The fact that Butterfree can fly makes it a very versatile Pokémon. Butterfree first appears in Episode 4 after Metapod is injured and again in Episode 21 (Bye Bye Butterfree). Here, Ash releases Butterfree to find a mate, but an adventure ensues when Team Rocket appear in a helicopter with a huge net to capture the masses of migrating Butterfree.



#012 **Butterfree**

Type: Bug

Height: 3' 7

Weight: 71 lbs

Evolution: Caterpie →

Metapod (Level 7) →

Butterfree (Level 10)

Trading Cards

Base Set: Not Seen

Base Set 2: Scarce

Jungle: Scarce

Fossil: Not Seen

Team Rocket: Not Seen





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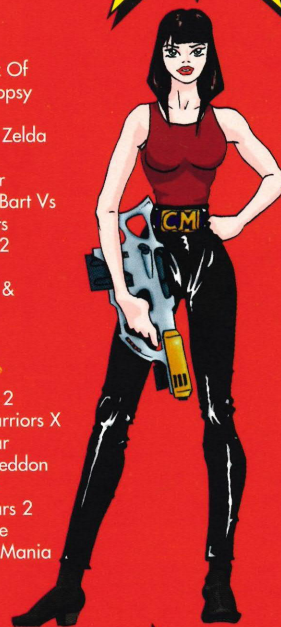
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